* New column in table game, game\_pk. This column gives the ability to select the most recent five games for the recent\_form\_function.
* New table to store results. The table will be random\_forest\_predictions and have columns test\_id, function\_one\_name, function\_one\_value, function\_two\_name, function\_two\_value, function\_three\_value, function\_three\_result, total\_predicted\_value, predicted\_result, actual\_result.  
  test\_id will be a random generated code for each test
* New table thresholds. Win, draw. This is a dynamic table which changes the thresholds based on wrong predictions.