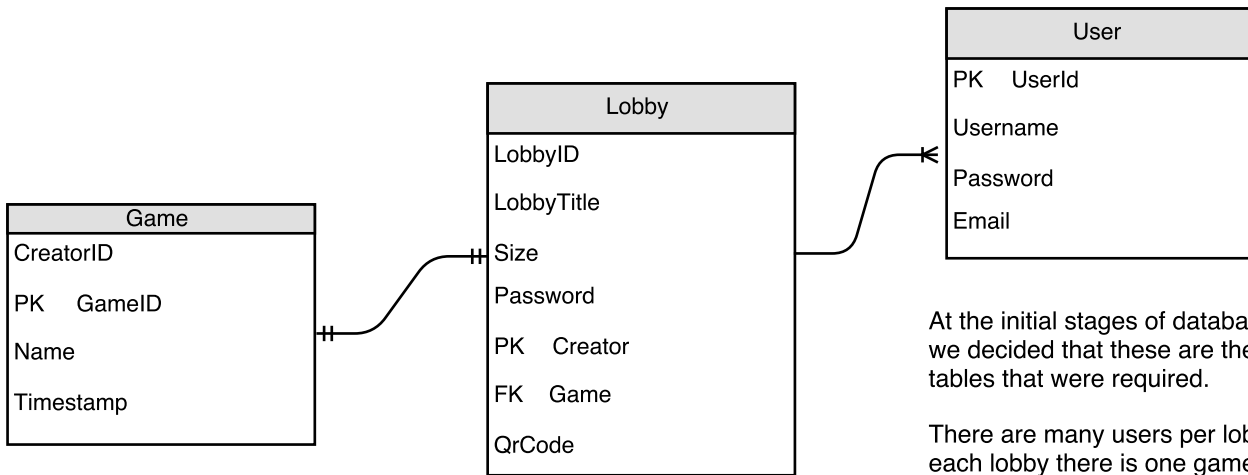


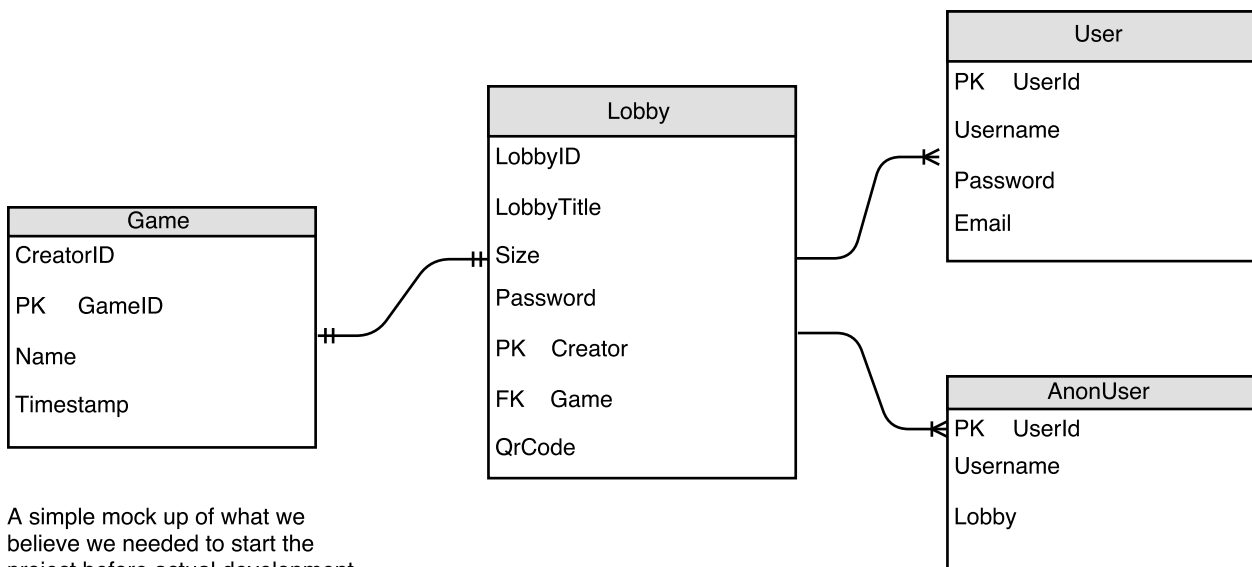
First Iteration



At the initial stages of database planning we decided that these are the necessary tables that were required.

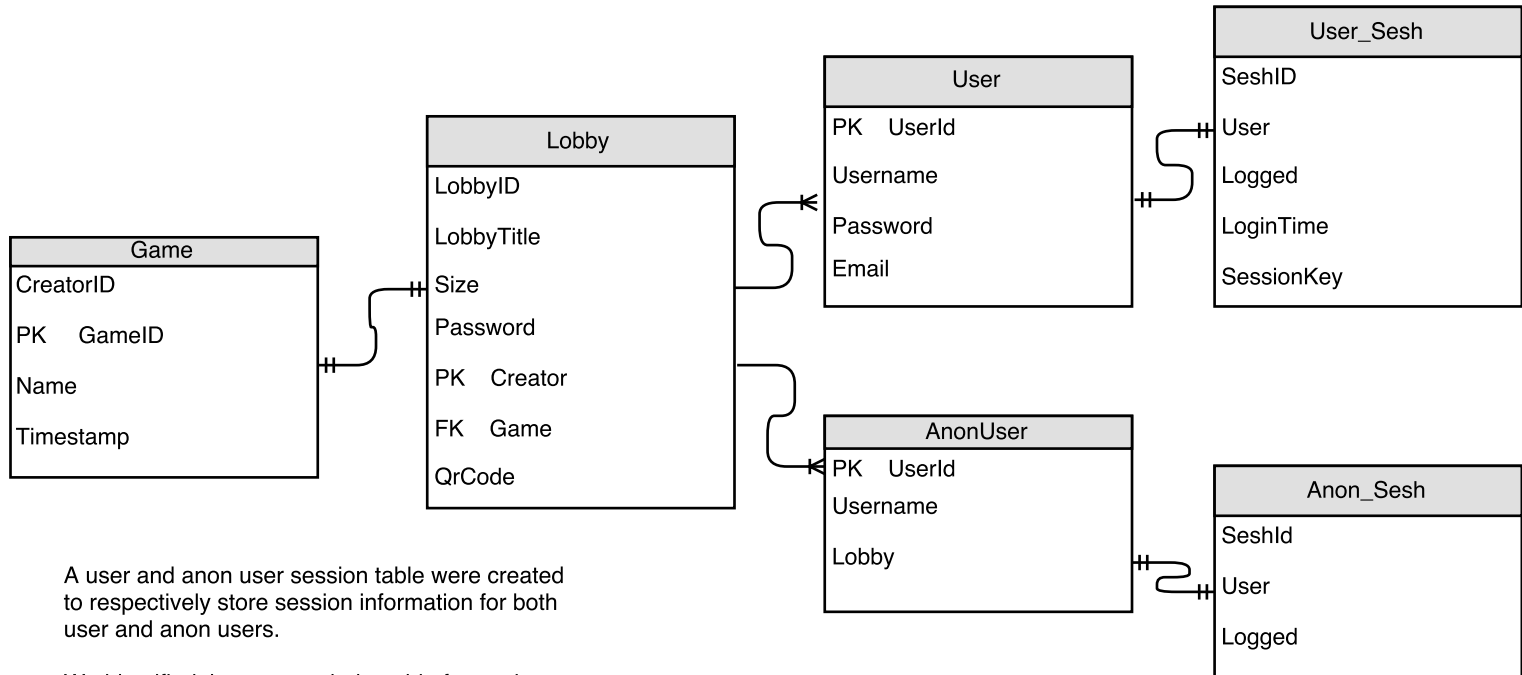
There are many users per lobby and for each lobby there is one game or application running.

Second Iteration

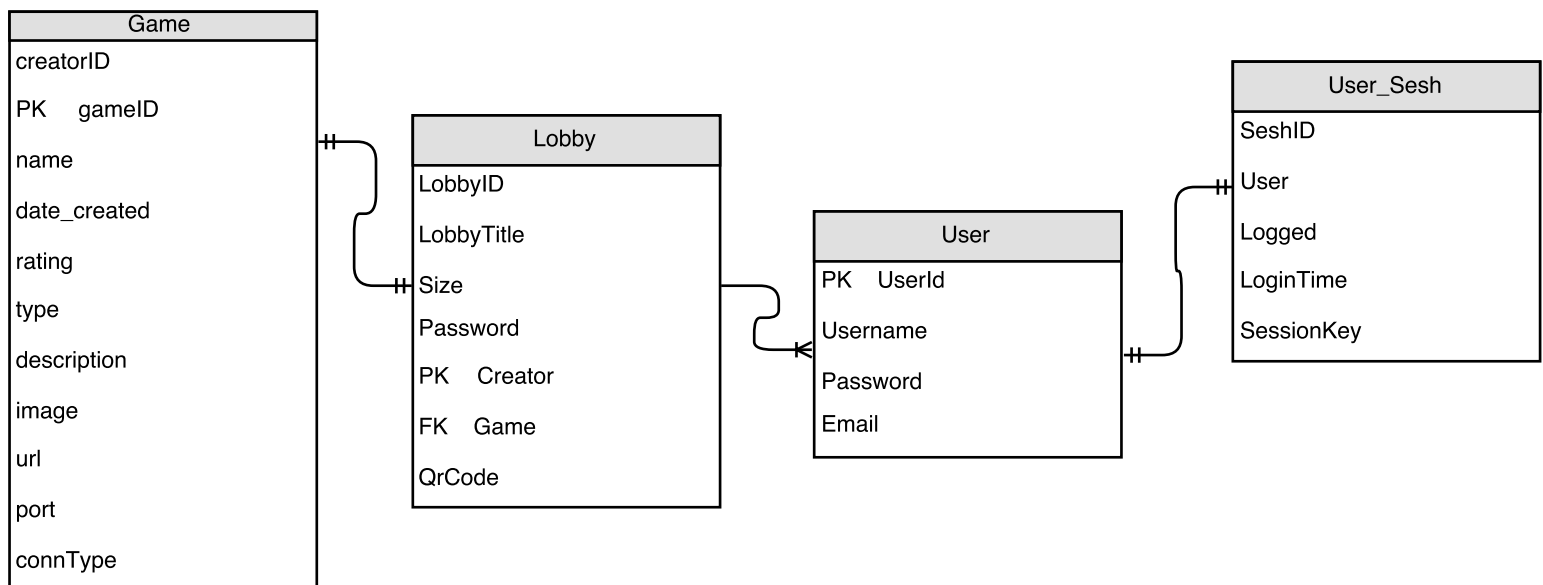


A simple mock up of what we believe we needed to start the project before actual development began.

Third Iteration



Final Iteration



From the previous iteration - we found that since Anon users are a volatile data type, it is removed altogether and handled through the golang engine.

We have the Game, Lobby, User and User_sesh tables.