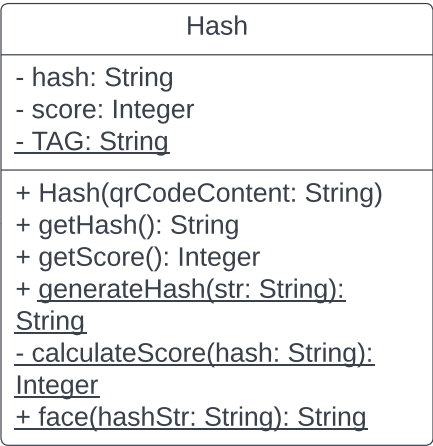
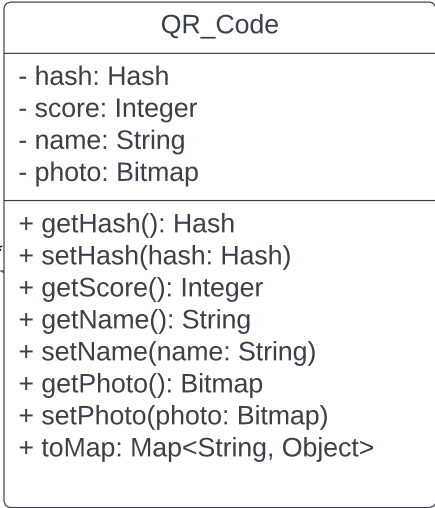
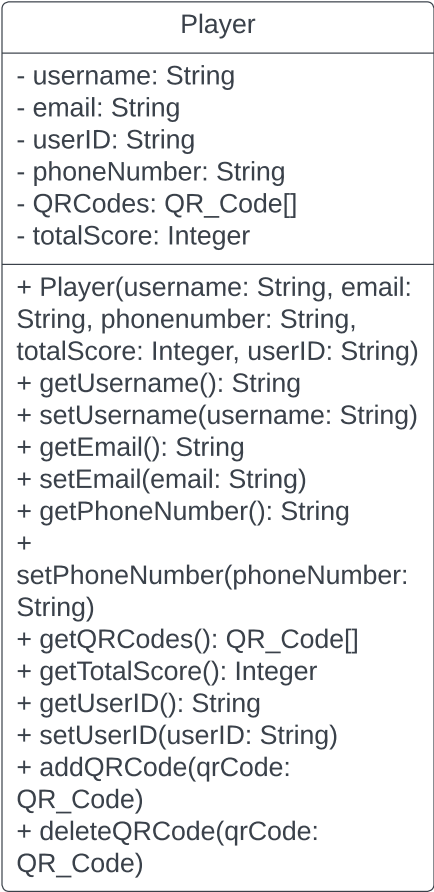
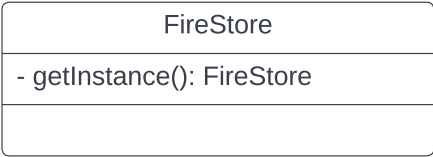
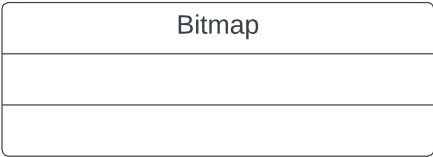
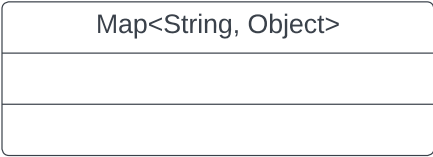


Assumptions:

1. Each QR_Code can have 1 hash only and they're destroyed with QR_Codes.

2. Each Player can have 0 to many scanned QR_Codes on their account, but each QR_Code must be scanned by at least one Player, since this is the only way they are created. We also assume that Player cannot delete their accounts, so that all QR_Codes would always be scanned by someone.



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