GameBoard

Board ID

Player ID

Coordinates

Status

Size

Ships

Ship ID

String Type

Int startPosX

Int startPosY

bool IsSunk?

Int numHits

Int length

Player

Player1 ID

Player2 ID

Score

Turn

Real-Time Chat

Room ID

Message ID

Player ID

Messages can be handled by clients
Can make server forget all of it

Game Data while running
Forgotten at game end

Data to be saved in Database

Match History

HistoryID

Players

PlayerMoves

Registered Player

PlayerID

Account ID

Account

Account ID

Password (USE BCRYPT)

Username

Avatar Type (INT)

Wins (INT)

Games (INT)