Each (user_id) represents a "Save File" for the game that we can load their progress from. [Load Game]Since the games are local, we display all the usernames to let them pick.

We enforce the level stays between 1 and 3.

Store all the scores (cumulative across all levels), we'll only display the highest few

users		
PK	**user_id**	integer not null UNIQUE
FK	username	varchar(5) not null UNIQUE
	levelReached	integer not null default 1

leaderboard		
PK2	**rank**	integer not null same score will result in whoever got that score first being the higher rank.
	levelReached	integer not null
PK,FK	user_id	integer UNIQUE
	score	integer