

Table User:

Column	Datatype	Not null?	Description	Primary key?
User_ID	INT	Yes	The identifier for a User	X
Username	VARCHAR	Yes	The User's username	
Password	VARCHAR	Yes	The User's password	
Email	VARCHAR	Yes	The User's email address	

Table Gamemode:

Column	Datatype	Not null?	Description	Primary key?
Gamemode_ID	INT	Yes	The identifier for a Gamemode	X
Name	VARCHAR	Yes	The Gamemode's name	
Description	VARCHAR	Yes	A description of the Gamemode and its rules.	

Table Highscore:

Column	Datatype	Not null?	Description	Primary key?
User_ID	INT	Yes	The identifier for a User	X
Gamemode_ID	INT	Yes	The identifier for a Gamemode	X
Score	INT	No	The total score a user has gotten on a certain gamemode.	

Table Achievement:

Column	Datatype	Not null?	Description	Primary key?
Achievement_ID	INT	Yes	The identifier for an achievement	X
Name	VARCHAR	Yes	The achievement name (can also be used as an identifier.	
Description	VARCHAR	No	More information about the achievement	
Progress_Length	INT	Yes	The amount of progress* a user needs to unlock this achievement	

Table Unlocked_Achievement

Column	Datatype	Not null?	Description	Primary key?
User_ID	INT	Yes	The identifier for a User	X
Achievement_ID	INT	Yes	The identifier for an achievement	X
Unlocked	INT	Yes	Indicates whether an achievement has been unlocked. 0 = locked 1 = unlocked (or "Achieved")	
Progress	INT	Yes	Indicates how far a user is with unlocking a certain achievement. Example: Win 100 games with Fred. Every game the player wins as Fred this value is increased by one and once it reaches the achievements Progress_Length the achievement is unlocked	