|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 User:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 Gamemode:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 Highscore:**