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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 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 |  |

**Table Unlocked\_Achievement**