

























User			
	uid	integer	 
	uname	string	 
	lockid	integer	 
	lockcode	integer	 
 <a href="#">Add field</a>			

Friend			
	fid	integer	 
	fname	string	 
	access	boolean	 
	time	integer	 
	tempcode	integer	 
	uid	integer	 
 <a href="#">Add field</a>			

## Database Schema

- Each user has their name and lock ID stored upon registration, along with a unique lockcode used for authentication.
- Lock IDs are pre-assigned to each device. The user will receive it after downloading their lock.
- Tempcodes are generated when temporary access is granted to a friend, and cleared afterwards. They are checked against the lockcode whenever the lock is opened.
- "Time" will be stored as an integer counter, then converted to a standard time format for display.
- "Access" determines whether each friend currently has access to the designated user's lock.