

User Table

|  |  |  |  |
| --- | --- | --- | --- |
| UserID | Username | Password | Timestamp |
| Integer | Interger | Varchar | VarChar |
| User ID of User | The Username of User | Password stored encrypted | The Timestamp of modification |

Session Table

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| SessionID | UserID | Token | Rand | ActionCount | LoginTime | Timestamp |
| Integer | Interger | VarChar | Long | Int | DateTime | Timestamp |
| SessionID of the users current session | Foreran Key reference to User ID | Token key used for token cookie. Should use MAC to avoid tampering | Key for SHA2 HMAC cookie | Number of actions completed in session | Date and time of login | The Timestamp of modification |

Game Table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| GameID | Player1 | Player2 | GameStatus | GameState | Timestamp |
| Integer | Interger | Integer | Interger | Blob | Timestamp |
| ID of Game | Foreran key reference to UserID of Player1 | Foreran key UserID of Player2 | Numberic value of status of game. Aka first to cards delt, bet, third card delt etc. | XML blob of game state containing player hands and deck. Will be updating as game progresses. | The timestamp of modification |