Game setup(information of the game)
Table name: game_info

Column Name/Field ID	Data type	Description
game_id	varchar(256)	PK
game_name	varchar(256)	
current_version	varchar(256)	
process_name	varchar(256)	The name of the process running this game
is_maintain	bool	whether users can connect to the server right now
max_number_of_players	int	
min_number_of_players	int	

User setup(information of the users)
Table name: user_info

Column Name/Field ID	Data type	Description
user_id	int	PK
user_name	varchar(256)	
password	varchar(256)	
email	varchar(256)	
bio	varchar(256)	
age	int	
chip	int	
Gender	varchar(256)	

Desk setup(information of the desks)
Table name: desk_info

Column Name/Field ID	Data type	Description
desk_id	int	PK
start_time	timestamp	
end_time	timestamp	
number_of_players	int	
participants	varchar(256)	
current_status	varchar(256)	start or waiting or other status

Card setup(information of the cards)
Table name: card_info

Column Name/Field ID	Data type	Description
card_id	int	PK
owner	varchar(256)	FK, the owner of this card
in_deck	bool	whether this card is in desk

desk_id	int	FK
card_name	varchar(256)	

Game play(status change during the game)		
Table name: game_onging		
Column Name/Field ID	Data type	Description
action_id	int	PK
start_time	timestamp	
end_time	timestamp	
participants	varchar(256)	The people who play this game
action_result	varchar(256)	what consequence will this action impose
desk_id	int	FK