**Queries to create the tables in the Database for Gaming Platform:**

* CREATE TABLE Games (

Game\_ID INT PRIMARY KEY,

Title VARCHAR(50) NOT NULL,

Genre VARCHAR(20) NOT NULL,

Developer VARCHAR(20) NOT NULL,

Publisher VARCHAR(20) NOT NULL

);

* CREATE TABLE Score (

Score\_id INT PRIMARY KEY,

PlayerID int not null,

foreign key(PlayerID) references

Players(PlayerID),

Game\_ID int,

foreign key(Game\_ID) references

Games(Game\_ID),

points int not null);

* CREATE TABLE Achievement(

AchievementID INT PRIMARY KEY,

Name VARCHAR(50) NOT NULL,

Description VARCHAR(50) NOT NULL

);

* CREATE TABLE Inventory(

InventoryID INT PRIMARY KEY,

PlayerID INT, foreign key(UserID) references

Players(PlayerID),

Itemname VARCHAR(50) NOT NULL,

Description VARCHAR(100) NOT NULL

);

* CREATE TABLE Tournaments(

TournamentID INT PRIMARY KEY,

Title VARCHAR(50) NOT NULL,

Start\_date datetime,end\_date datetime NOT NULL,

Organizer VARCHAR(50) NOT NULL

);

* CREATE TABLE payments (

paymentID INT PRIMARY KEY,

PlayerID INT, foreign key(PlayerID) references

Players(PlayerID),

transactionID INT(250) NOT NULL

);

* CREATE TABLE Subscription (

Subscription\_id int primary key,

PlayerID int,

foreign key(PlayerID) references Players(PlayerID),

plan\_name varchar(30),

duration varchar(30),

price int not null);

* CREATE TABLE Chat (

chatID INT PRIMARY KEY,

channel\_name VARCHAR(50),

participants VARCHAR(100),

message\_content TEXT);

* CREATE TABLE Leaderboard (

Leaderboard\_ID INT PRIMARY KEY,

PlayerID int not null,

foreign key(PlayerID) references

Players(PlayerID),

Game\_ID int,

foreign key(Game\_ID) references

Games(Game\_ID),

Score\_points INT

);

