User attribute :

user\_id, name, about, email, password, avatar, gender, birthday, hometown, job, school

Course attribute :

course\_id, name, description, thumbnail

Lesson\* attribute :

course\_id, lesson\_id , name, description, type, video, ~~soal quiz~~

..

..

If type = 1 (quiz) Then Table baru “Quiz”

..

Quiz attribute :

lesson\_id, soal\_quiz

\*note:

soal\_quiz berupa text dimana … formatnya soal#pil1#pil2#pil3#pil4#jawaban

Scoring\*\* attribute :

user\_id, lesson\_id, lesson\_status, score

\*\* asumsi dari wireframe achievement didapat dari lesson yg sudah selesai.

maka achievement/trophy degenerate dengan logika

if Achievement.lesson\_status == 1

if Achievement.score > 75 generate lesson\_id+”\_gold.jpg” dst

...

End if

End if