DataBase_Server

➢ Game

Id	int	PK
First_player_id	int	FK
Second_player_id	int	FK
Created	timestamp	
Gametype	enum	
Gamestatus	enum	
First_player_piece_code	char(1)	

GameType: computer-competition

GameStatus: Wait for player-In progress-firstPlayer win-second-player win-equality

First_player_piece_code: save first piece of code of player 'X' or 'O'

➢ Move_Info

Player_id	int	FK
Game_id	int	FK
Id	int	PK
Created	timestamp	
Board_col	int	
Board_row	int	

➢ Player

FName	Varchar(64)
LName	Varchar(64)
Email	Varchar(128)
User Name	Varchar(64) PK
Passwd_hashed	text

User Name	FK
Score	int
isPlaying	Boolean
Status	Boolean