

Table	Attribute	Type	Description	Key
Users	userName	VARCHAR(15)	The users name used to identify them across the site.	PK
Users	password	VARCHAR(20)	The users password used to log into the site.	
Users	wins	INT(11)	The amount of games the user has won.	
Users	loses	INT(11)	The amount of games the user has lost.	
Users	connectionCount	INT(10)	The number of active connections this user has to the site. For example, if someone logged in with a users credentials on two separate laptops the connectionCount would be 2.	
Users	draws	INT(11)	The amount of games the user has had a draw in.	
Users	joinDate	DATETIME	The date the user joined the site.	
Games	gameId	VARCHAR(36)	A unique Id to identify a specific game.	PK
Games	board	TEXT	A string representation that represents the state of the board. The javascript will use this string to place pieces on the board.	
Games	startTime	DATETIME	The time when the game began.	
Games	challenger	VARCHAR(15)	The user who initiated the game.	FK(Users.userName)
Games	challengee	VARCHAR(15)	The user who was challenged to a game.	FK(Users.userName)
Games	wonBy	VARCHAR(15)	The user who won the game. Will be NULL before the game ends or if the game ends in a draw.	
Games	lastMoveTime	DATETIME	The time that the last move was made. This is used to determine when the waiting player can “claim victory” because the active player has taken too long to make a move.	
Games	playableGrid	INT(10)	The grid that is available for the user to play in. If the user can play in any grid this value will be 0.	

Table	Attribute	Type	Description	Key
Games	state	VARCHAR(15)	A string indicating whether or not the game is “active” or “complete”	
Games	activePlayer	VARCHAR(15)	The player who’s turn it is. This field will be NULL when the game is over.	
Messages	messageId	INT(11)	The Id of the message. The Id’s start with 1 and increment for each new message.	PK
Messages	timeSent	DATETIME	The time that the message was sent.	
Messages	message	LONGTEXT	The message that the user sent.	
Messages	sender	VARCHAR(15)	The username of the user that sent the message.	FK(Users.userName)
Messages	gameId	VARCHAR(15)	The gameId that the message is associated with. If this field is NULL then this message goes to the main chat area.	FK(Games.gameId)
Threads	threadId	VARCHAR(15)	A unique Id to identify a specific thread	PK
Threads	originalPoster	VARCHAR(15)	The username of the user who created the thread.	FK(Users.userName)
Threads	lastPoster	VARCHAR(15)	The username of the user who made the last post.	FK(Users.userName)
Threads	lastPostTime	DATETIME	The time that the last post was made.	
Threads	title	VARCHAR(20)	The title of the thread.	
Threads	createdTime	DATETIME	The date the thread was created.	
Threads	views	INT(10)	The number of times this thread has been viewed.	
Posts	poster	VARCHAR(15)	The username of the user who made the post.	PK
Posts	postTime	DATETIME	The date the post was created.	PK
Posts	post	LONGTEXT	The content of the post.	
Posts	threadId	VARCHAR(36)	The threadId of the thread that this post was made in.	FK(Threads.threadId)

Table	Attribute	Type	Description	Key
UserThreadViews	userName	VARCHAR(15)	The username of the user that thread views are being kept track of.	PK, FK(Users.userId)
UserThreadViews	viewTime	DATETIME	The date at which the specified user viewed this specified thread.	
UserThreadViews	viewedThreadId	VARCHAR(36)	The threadId of the thread that the specified user has viewed.	PK, FK(Threads.threadId)
NetworkLog	time	TIMESTAMP	The time that this log was created.	
NetworkLog	ipAddress	VARCHAR(45)	The ip address that the network activity came from.	
NetworkLog	username	VARCHAR(15)	The username of the user that was responsible for this network activity.	FK(Users.userName)
NetworkLog	body	MEDIUMTEXT	The body of the http request.	
NetworkLog	method	TINYTEXT	The method of the http request.	
NetworkLog	url	TINYTEXT	The url that was hit.	
NetworkLog	userAgent	MEDIUMTEXT	The userAgent of the http request.	
NetworkLog	logId	INT(10)	The id of the log.	PK