



## List of Tables/Columns/Type/Key

### **player:**

pl\_ID - int - identity(1,1) - PRIMARY KEY  
pl\_uname - varchar(32)  
pl\_pword - varchar(255)  
pl\_email - varchar(MAX)

### **game:**

g\_ID - int - identity(1,1) - PRIMARY KEY  
g\_active - bit  
g\_created - datetime  
g\_turn - int  
g\_tilestring - varchar(MAX)  
g\_score1 - int  
g\_score2 - int

### **dictionary:**

d\_word - varchar(32) - PRIMARY KEY

### **active:**

a\_queue - int - identity(1,1) - PRIMARY KEY  
a\_pl\_ID - int - *foreign key* references (player.pl\_ID)

### **inGame:**

in\_pl\_ID - int - *foreign key* references (player.pl\_ID)  
in\_g\_ID - int - *foreign key* references (game.g\_ID)  
slot - int

### **usedWord:**

used\_g\_ID - int - *foreign key* references (game.g\_ID)  
used\_d\_word - varchar(32) - *foreign key* references (dictionary.d\_word)