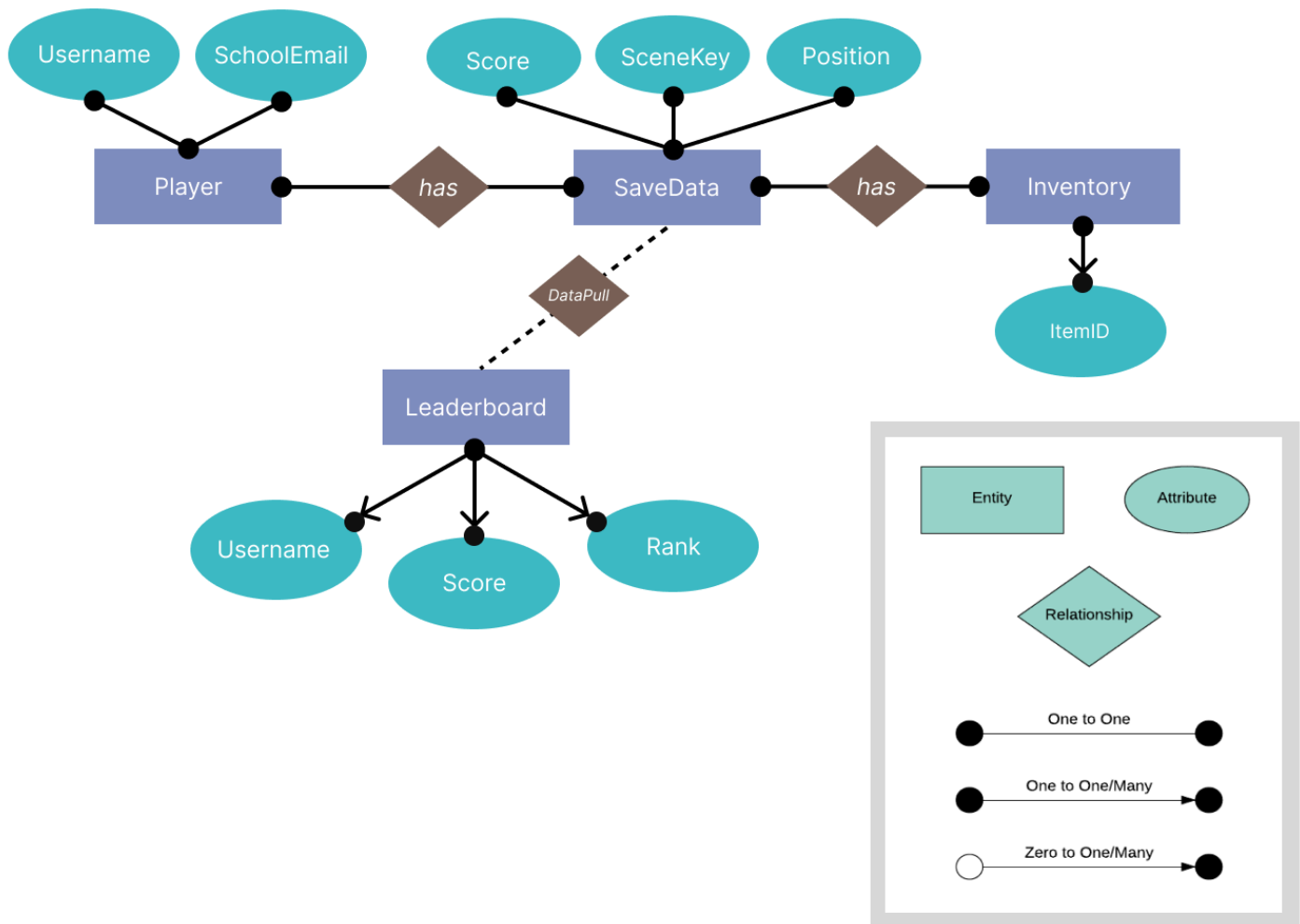


ER Diagram



There are 3 main entities that are involved with storing player data. Save data, holds in game related attributes such as the scene they are in, the position in the scene, as well as their score. They also have an inventory which can hold many items throughout gameplay. And lastly the player itself, which keeps track of identification details like the username that will be displayed as well as the email that acts as the primary key to the account.

The leaderboard will use the collection of players and list their usernames in order of highest score, ranking them in order.