USER (id-user, nom, prenom, email, dateDeNaissance, villedeResidence, dateDinscription, hash)

profil\_joueur(id-profil, #id-user, pseudo, img\_profil, date\_creation, jeux\_maitrises, description, MJ-pasMJ)

recherche(id-recherche, #id-user, #id-profil)

message\_prive(id-pmessage, #id-user, #id-profil, contenu)

table\_de\_jeu(id-table, #id-user, #id-profil, nom, systemeUtilise, img\_table, chat)

chat(id-tablechat, #id-table, message)

message(id-message, contenu, datetime, #id-user)