

User		
PK	id	db.Integer
Key	username	db.String
Key	email	db.String
Key	password	db.String
Key	location	db.String
Key	active_account	db.Integer
backref=played_by	accounts	db.relationship='PlayerAccount'

PlayerAccount		
PK	id	db.Integer
FK	user_id	db.Integer
Key	player_name	db.String
Key	player_info	db.LargeBinary
Key	is_active	db.Boolean

player\_info is a dill file that contains the object information at the time of pickling. Is used to load player objects that have been saved.