Name name pass email Country Elo Games Played Games Won Chess Games User Data Avatar	Type String bytearray string String Integer Integer Integer Integer Integer Integer Integer Integer Integer	Default Description Stores the players name Stores the players current Encrypted password "Stores user email address "United States" Stores the long string value for the country the player has chosen Stores the players current matchmaking rank	Source:		
pass email Country Elo Games Played Games Won Chess Games User Data	bytearray string String Integer Integer Integer	0 Stores the players current Encrypted password "" Stores user email address "United States" Stores the long string value for the country the player has chosen 1000 Stores the players current matchmaking rank			
email Country Elo Games Played Games Won Chess Games User Data	string String Integer Integer Integer	"" Stores user email address "United States" Stores the long string value for the country the player has chosen 1000 Stores the players current matchmaking rank			
Country Elo Games Played Games Won Chess Games User Data	String Integer Integer Integer	"United States" Stores the long string value for the country the player has chosen 1000 Stores the players current matchmaking rank			
Elo Games Played Games Won Chess Games User Data	Integer Integer Integer	1000 Stores the players current matchmaking rank			
Games Played Games Won Chess Games User Data	Integer Integer				
Games Won Chess Games User Data	Integer	O Others the total and the officers and the other than the other t	CG_User Mysql DB		
Chess Games User Data		0 Stores the total number of games played (as we wont likely store all the actual games)	CG_Matches Mysql DB		
	Integer(64)	0 Stores the total number of won games	CG_User.data MySql Db		
Avatar		0 Stores control flags for chessgames.com	Local Settings (Synchronizes CG_User.data)		
	String	"duck" Stores the avatar string name	User HyperGraph (Local Disk)		
		Augliegtien Octtions			
		Application Settings			
Name	Туре	Default Description			
Language	Integer	0 Stores the value associated with the language set for translations			
Sound	Bool	TRUE Stores if the sounds should be enabled (might need to move this to a local setting)			
View Mode	Bool	Portrait(FALSE) Stores if the view mode should be portrait or landscape (mobile or desktop)			
Layout Mode	Bool	LeftToRight(TRUE) Stores the layout order for objects in the UI			
 					
i					
		Board Settings			
Name	Туре	Default Description			
Piece Set	String	"kramnik" Store the string name of the set the player is using			
Show Coordinates Show Arrows	Bool	TRUE Stores if the board should show the coordinates (file and rank) TRUE Show arrows somewhere?			
Auto Promote (Queen)	Bool	TRUE Show arrows somewhere? TRUE If application should auto promote or show pick your piece			
Board Theme	String	"standard" Them for board texture/skin or potential board look			
Light Tile	String	"lightgrey" Stores the value (color) to use for the light tiles on the board			
DarkTile	String	"darkgrey" Stores the value (color) to use for the dark tiles on the board			
Light Highlight Tint	String	"white" Stores the value to mix/tint the light board tile with while a valid move is hovering.			
Dark Highlight Tint	String	"black" Stores the value to mix/tint the dark board tile with while a valid move is hovering.			
Show Valid Move Bubbles	ENUM(Integer)	"NOTHOVER" Stores when to show the valid move bubbles during a game			
Drag and Drop	bool	TRUE Store if the board should allow drag an drop movement			
Recen	nt matches can be HUGE - so it	t is important that matches get broken up Name of file is "start_index.JSON"			
		Game Store Object [40 games]			
Property	Туре	Default Description			

Records	Array[GameObjects]	0	Stores all the games for the object max is 40 atm		