Users:

Id – primary key int  
Name – nvarchar (What other people see as name)  
Username - nvarchar  
Password – binary (20 bytes serving as password key)  
Salt – binary (20 bytes serving as password salt)  
//GameSessionId - foreign key int (GameSessions)

GameSessions:

Id – primary key int  
Name – nvarchar  
Password – nvarchar nullable (no need for encrypting session password)  
Identifier – char(50) (identifier to join the server)  
GameServerIP – varchar(16)  
GameServerPort – int  
ActiveUntill – DateTime (indicates whether the game session is alive or not)

Friends:

Id – primary key int  
UserId1 – int (user that sent the friend request)  
UserId2 – int (user that received the friend request)  
Status – byte (value 0 – waiting, value 1 – accepted, value 2 – denied, value 3 – removed)  
DateAdded – Datetime   
  
Messages:

Id – primary key int  
FromId – int reference (user that sent the message)  
ToId – int reference (user that receives the messages)  
Status - bool (False – Stored, True – Accepted)  
Content – nvarchar(500) (The message itself)