**DATABASE DESIGN**

* Player\_Detail

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| UID | Name | Username |  | Nickname | Mail | Dob | Gender | Phone No | Account Status |  |  |

* Login/out

|  |  |  |  |
| --- | --- | --- | --- |
| Id | Login TS | logout TS | Status -ingame,online,offline |

123 4:00 - ingame

* Friends/TTT record

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Player1\_id | Player2\_id | Status | TWin | Draw | Loss |  |
| 1234 | 5432 | Pending/Friends/remove |  |  |  |  |

* TTT 2 player

|  |  |  |
| --- | --- | --- |
| Player1\_id | Player2\_id | Request status |

* TTT AI

|  |  |  |
| --- | --- | --- |
| Pid | Total Win | Highest Win streak |

* Snakes

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Pid | nickname | G1 | G2 | G3 | G4 | G5 | Highest Score |

* React PHP Firebase MySQL
* Games on client and data storage using server
* 1 player (Random,AI(impossible)) and friend TTT
* Explore Tab

WEEK 1 (7-8 hrs)

* Technologies Stack to be used React PHP Firebase MySQL
* Working of web application
* architecture
* Database Design
* Games

Week 2(3hrs)

1. Using adobeX to design UI