Here is the db design which I think should suffice, however if requirement changes in future we could manipulate as well. Right now I am putting it in “InReview” section so that we could discuss it in next meeting.

This db will consist of the 2 tables one for the place and one for the player. Following is the schema for the db.

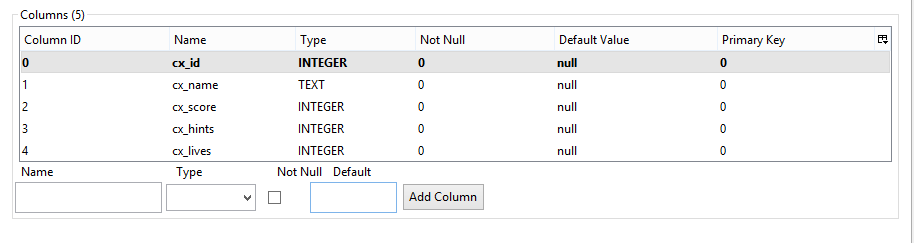
**Table#1:**

**Table Name**: cx\_info

**Create Table Query:**

CREATE TABLE "cx\_info" ("cx\_id" INTEGER, "cx\_name" TEXT, "cx\_score" INTEGER, "cx\_hints" INTEGER, "cx\_lives" INTEGER)

**Table Structure:**



**Table Name**: plsce

**Create Table Query:**

CREATE TABLE "place" ("place\_id" INTEGER PRIMARY KEY NOT NULL UNIQUE , "place\_name" TEXT, "place\_img1" TEXT, "place\_img2" TEXT, "place\_img3" TEXT, "place\_img4" TEXT, "place\_hint1" TEXT, "place\_hint2" TEXT, "place\_hint3" TEXT)

**Table Structure:**

