Reaction Test:

|  |  |  |  |
| --- | --- | --- | --- |
| ResultID | userID | reactionTime | Date/time achieved |
|  |  |  |  |
|  |  |  |  |

Typing Test:

|  |  |  |  |
| --- | --- | --- | --- |
| ResultID | userID | typingSpeed | Date/time achieved |
|  |  |  |  |
|  |  |  |  |

Bario Test:

|  |  |  |  |
| --- | --- | --- | --- |
| ResultID | userID | Level/score | Date/time achieved |
|  |  |  |  |
|  |  |  |  |

General table Test:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ResultID | userID | Category | Level/score | Date/time achieved |
|  |  |  |  |  |
|  |  |  |  |  |

Three categories that determine which games the scores are for. SQL determines which scores are brought back based on the categories.