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CARDKEEPER

1. USERS

Stores users' personal information.

- A. User_id
- B. Name
- C. Entering date
- D. Number of packs
- E. General goal (Natural speech, technical language, tests)
- F. Time goal (Weekly activity goal)
- G. 'Learn' notifications (twice a day, daily, weekly, never)
- H. Stats notifications (should be motivative) (daily, weekly, never)
- I. *Personal settings (might add sth else)*
 - i. Script: Create a table.
 - ii. Script: Add a user.
 - iii. Script: Update user settings.

2. GROUPS

Stores data on groups. Every group member gets the same list of tasks.

- A. Group_id
- B. Name
- C. Public (everybody can enter) / private (only invited)
- D. Founder (user_id)
 - i. Script: Create a group.

3. PACKS

Stores pack information.

- A. Pack_id
- B. Owner (user_id)

C. Privacy (public – default, private – only users with permission can see)

D. Number of cards

- i. Script: Create a pack (+ update owner's USER_ID NUMBER_OF_CARDS)
- ii. Script: Select all packs for USER_ID.
- iii. Script: Select CARDS from PACK_ID (due to user request).

4. CARDS

A. Card_id

B. Pack_id

C. Front_side

D. Back_side

E. Usage comments (list of strings, always public)

- i. Script: Add a card.
- ii. Script: Change a card.
- iii. Script: Comment on a card.
- iv. Script: Delete a card.

5. EDITING_RIGHTS

Stores data on users with a permission to edit packs. Pack owner is added by default.

A. Pack_id

B. User_id

- i. Script: Permit to USER_ID editing PACK_ID.

6. ACCESS_RIGHTS

Stores data on users with a permission to access private packs.

A. Pack_id

B. User_id

- i. Script: Permit to USER_ID access to PACK_ID.

7. USERS_GROUPS

A. User_id

B. Group_id

C. Status (owner, admin, participant)

- i. Script: Add USER_ID into GROUP_ID.

- ii. Script: Remove USER_ID from GROUP_ID.
- iii. Script: Change USER_ID status in GROUP_ID.

8. USER_PACKS

Stores actual data for each user. Notifications and progress information are formed based on this table.

- A. User_id
 - B. Pack_id
 - C. Status (in progress/done)
 - D. Number of learned cards
 - E. Last visited
 - F. Urgency
- i. Script: Add PACK_ID for USER_ID.

9. USER_CARDS

Mode exercises for each user are formed based on this table.

- A. User_id
 - B. Card_id
 - C. Times reviewed
 - D. Correct answers
 - E. Answer time
 - F. Status (learned/in progress/deprecated)
- i. Script: Update CARD_ID for USER_ID after it's used in an exercise.
 - ii. Script: Update CARD_ID for USER_ID due to user's request.

10. GROUPS_PACKS

- A. Group_id
- B. Pack_id
- C. Status (achieve, active, coming-up)

11. USER_INVITATIONS

Users applied to enter private groups.

- A. User_id

B. Group_id

12. GROUP_INVITATIONS

Users invited into private groups.

A. User_id

B. Group_id