User	Game	Friends	Post	Review	Report	Whishlist
user_id (primary key)	game_id (primary key)	friends_id (primary key)	post_id (primary key)	review_id (primary key)	report_id (primary key)	whishlist_id (primary key)
username (Identificatore)	id_api (Identificatore)	follower_id	writer_id	game_id	reporter_id	game_id
email	name	following_id	game_id	writer_id	reported_id	user_id
name	cover	blocked	description	description	reason	status
surname	rating		number_of_likes	rating	status	number_completed
password_digest			father	number_of_likes	type_of_report	playing_time
question				number_of_dislikes		
answer_digest						
profile picture						
birthdate						
isAdmin						
position						
counter_reports						
account_disabled						
EXTERNAL CONSTRAINTS			EXTERNAL CONSTRAINTS		EXTERNAL CONSTRAINTS	EXTERNAL CONSTRAINTS
External Constraint:			External Constraint:		External Constraints:	External Constraints:
If user is Admin:			If post is a comment:		if status == 0 status is pending	if status == 0, game is playing
isAdmin= 1			father = post_id		if status == 1 status is accepted	if status == 1, game is completed
otherwise isAdmin = 0			otherwise post is a post and father = 0		if status == 2 status is declined	if status == null, game is in the wishlist
External Constraint:					External Constraints:	External Constraints:
account_disabled is a flag,					if type_of_report == 0:	if status == 1 or status == 0 than playing_time != nul
if the user received more than 10 reports:					reported_id is a user_id	otherwise playing_time=null
account_disabled =1						
otherwise account_disabled = 0					External Constraints:	
					if type_of_report== 1:	
External Constraint:					reported_id is a post_id	
if isAdmin == 1						
account_disabled = null					External Constraints:	
counter_reports = null					if type_of_report == 2:	
					reported_id is a review_id	