**Chess With Friends**

**Data Dictionary**

Below is a list of different values or pieces of data (not including foreign or primary keys) that we may/will include in the final form of the database:

| ***Data Item*** | ***Type*** | ***Description*** |
| --- | --- | --- |
| username | VARCHAR(16) |  |
| first\_name | VARCHAR(16) |  |
| last\_name | VARCHAR(16) |  |
| email | VARCHAR(64) |  |
| password\_hash | VARCHAR(256) |  |
| password\_salt | VARCHAR(256) |  |
| account\_creation\_time | DATETIME | Date and time the account was created. |
| wins | INT | Total number of wins a player has. |
| losses | INT | Total number of losses a player has. |
| stalemates | INT | Total number of stalemates a player has. |
| game\_state | JSON | Keeps track of the location for each piece on the chess board and the next player’s turn. |
| game\_name | VARCHAR(64) | Name of the chess game (Player 1 vs. Player 2). |
| game\_type | ENUM | The chess game type (classical, blitz, bullet, etc.). |
| start\_time | DATETIME | The date and time that the game was initiated. |
| chat\_log | JSON | Chat log/history of messages. |
| p1\_time | TIME | How much time the first player has used. |
| p1\_color | ENUM | White or black. |
| p2\_time | TIME | How much time the second player has used. |
| p2\_color | ENUM | White or black. |
| winner | VARCHAR(16) | The winner of the chess game. |
| friend\_score | INT | The number of wins a user’s friend has against them. |
| user\_score | INT | The number of wins a player has against the specified friend. |
| friend\_stalemates | INT | The number of stalemates a player has with a friend. |
| game\_invite\_message | VARCHAR(256) | The title of a game invite request (e.g. “Player Is challenging you to a [game\_type] game!” |