## Layouts

Default Layout 1

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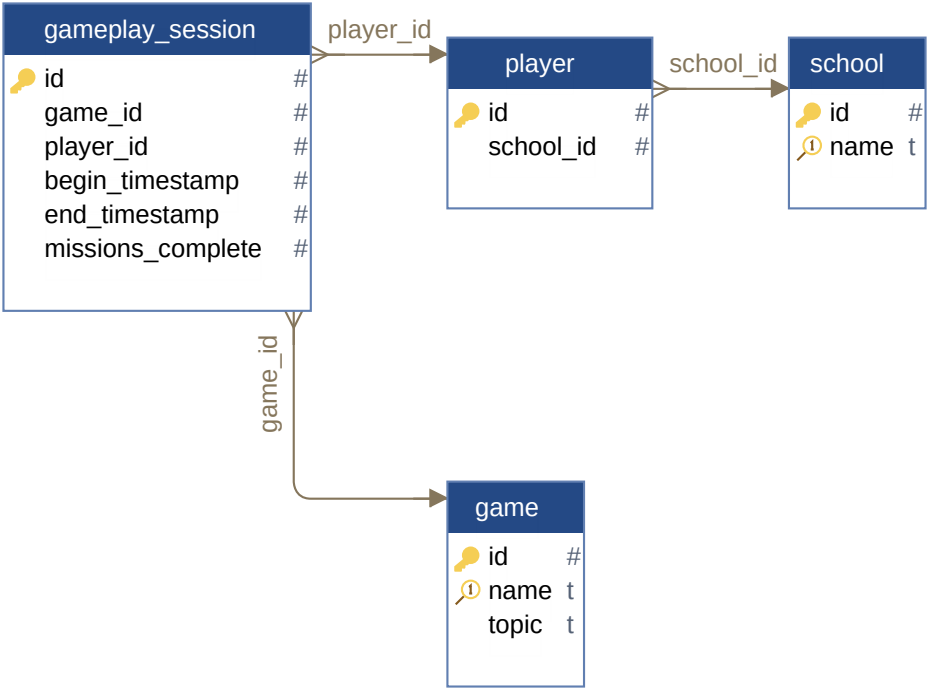
gameplay_session
id #
game_id #
player_id #
begin_timestamp #
end_timestamp #
missions_complete #
player_id
player
id #
school_id #
school_id
school
id #
name t
game_id
game
id #
name t
topic t

| Table game | | | |
|---|---|---|---|
| *Pk | id | integer | |
| *Unq | name | text | |
| | topic | text | |
| Indexes | | | |
| Pk | pk_game | id | |
| Unq | sqlite_autoindex_game_1 | name | |

| Table gameplay_session | | | |
|---|---|---|---|
| *Pk | id | integer | |
| * | game_id | integer | |
| * | player_id | integer | |
| * | begin_timestamp | integer | |
| * | end_timestamp | integer | |
| * | missions_complete | integer | |
| Indexes | | | |
| Pk | pk_gameplay_session | id | |
| Foreign Keys | | | |
| | Fk_gameplay_session ( game_id ) ref game ( id ) | | |
| | Fk_gameplay_session ( player_id ) ref player ( id ) | | |

| Table player | | | |
|---|---|---|---|
| *Pk | id | integer | |
| * | school_id | integer | |
| Indexes | | | |
| Pk | pk_player | id | |
| Foreign Keys | | | |
| | Fk_player ( school_id ) ref school ( id ) | | |

| Table school | | | |
|---|---|---|---|
| *Pk | id | integer | |
| *Unq | name | text | |
| Indexes | | | |
| Pk | pk_school | id | |
| Unq | sqlite_autoindex_school_1 | name | |