This is the general save id.
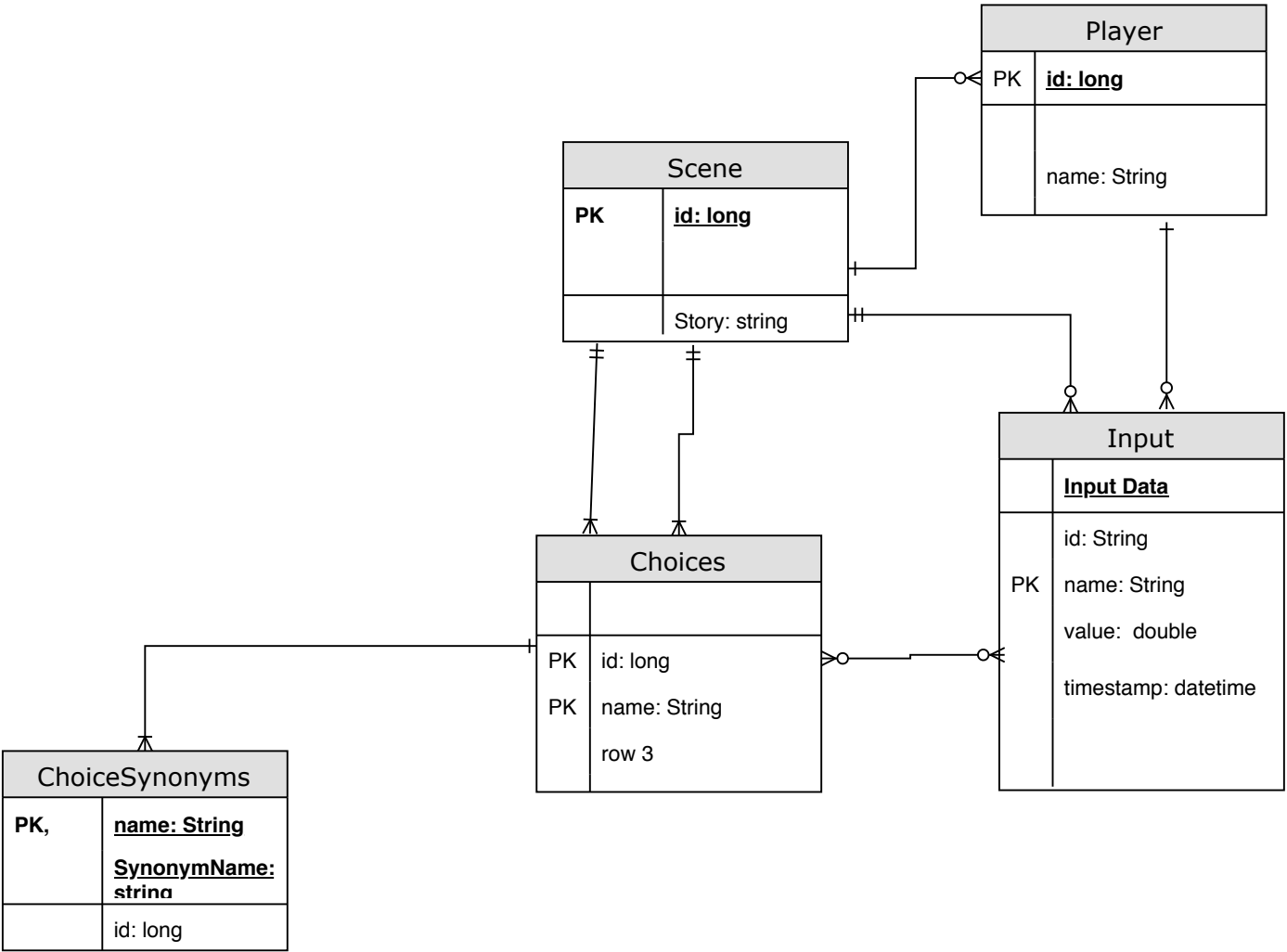
Player

PK	**id: long**
	name: String

Scene

PK	**id: long**
	Story: string

Input

	Input Data
PK	id: String
	name: String
	value: double
	timestamp: datetime

Choices

PK	id: long
PK	name: String
	row 3

ChoiceSynonyms

PK,	**name: String**
	SynonymName: string
	id: long

Table

PK,FK1	**row 1**
PK,FK2	**row 2**
	row 1

Table

PK,FK1	**row 1**
PK,FK2	**row 2**
	row 1

Table

PK,FK1	**row 1**
PK,FK2	**row 2**
	row 1