This is the general save id.

Each player is associated to the single scene they are at.

Player

PK	**id: long**
FK	**scene_id: long**
	name: String

Scene

PK	**id: long**
	Story: string

One and only one player is associated to their inputs

Each choice originates form one scene and leads to another scene

One Scene goes to zero or more inputs

Input

	Input Data
PK	id: long
	name: String
	value: double
	timestamp: datetime
FK	player_id:long
FK	choice_id: long
FK	scene_id:long

Each choice can have multiple synonyms

Choices

PK	id: long
	name: String
FK	from_scene_id: long
FK	to_scene_id: long

ChoiceSynonyms

PK	id: long
	SynonymName: string
	name: String
FK	**choice_id: long**

One or more choices can come from an input