

Player	
PK	<u>id</u>: long
FK	<u>scene_id</u>: long
	name: String

Scene	
PK	<u>id</u> : long
	Story: string

Each choice originates
form one scene and
leads to another scene

Input	
	<u>Input Data</u>
PK	id: long name: String value: double timestamp: datetime
FK	player_id:long
FK	scene_id:long

Each scene has multiple choices to be hopefully captured from an input.

ChoiceSynonym	
PK	id: long
FK	<u>name: String</u> <u>choice id: long</u>

Text