The database created is a rough description of how I imagine Jagex handles users creating a runescape account that hosts multiple accounts for different versions of the game. I feel big data would be necessary as players are constantly updating and changing their accounts. A formal structure would be necessary so that data doesn't overlap accounts, however a regular database would limit the real-time status that accounts are constantly undergoing. On top of this, accounts are constantly created by new users and other accounts are constantly deleted by the anti-cheat team. While structure is necessary, the biggest need for big data comes from real-time events.

www.quickdatabasediagrams.com

JagexAccountDB

AccountID	On int
username	varchar(25)
email	varchar(25)
password	varchar(15)
MembershipStatus	BOOLEAN

OrderHistory

NumberofOrders	int
OrderType	varchar(20)
OrderCost	int

RSAccount

AccountID	int
characterName	varchar(25)
username	
email	
password	
MembershipPackage	varchar(20)
NumberOfOrders	int
OSRSAccountID	int
RS3AccountID	int

OSRSAccount

AccountID	On int
characterName	varchar(25)
OSRSTotalLevel	int

RS3Account

AccountID	On int
characterName	varchar(25)
RS3TotalLevel	int