

Why this structure: We normalized core entity tables, used join tables like lobby_members and game_players to link game players to lobby sessions, and separated core feature logic for proper linkage between entities and consistency.

How it supports Milestone 1: The schema directly enables auth and join codes for multiplayer operability, turn-based play with a turns table, deck/hand/discard via cards.zone + owner_gp_id, per-round scoring with round_scores, and persistent stats in leaderboard.

MVP tradeoffs: We use text statuses instead of custom enums, considered allowing configurable game rules but decided to mainly hard code rule logic in the backend code instead of making it db configurable.