```csharp
 1  using System;
 2  using System.Collections.Generic;
 3  using System.Linq;
 4  using System.Text;
 5
 6  using Android.App;
 7  using Android.Content;
 8  using Android.OS;
 9  using Android.Runtime;
10  using Android.Views;
11  using Android.Widget;
12  using SQLite;
13
14  namespace GameDemo
15  {
16      /// <summary>
17      /// Each player will have a name and a high score to it
18      /// </summary>
19      [Table("Scores")]
20      public class Scores
21      {
22              [PrimaryKey, AutoIncrement]
23              public int Id { get; set; }
24
25
26              public string Name { get; set; }
27
28              public double score { get; set; }
29
30      }
31
32  }
33
```