

Game	
PK	<u>game_id (long)</u>
	active_player (int)

Player	
PK	<u>player_id (long)</u>
FK	<u>game_id (long)</u>
	score (int)

Stack	
PK	<u>stack_id (long)</u>
FK	<u>game_id (long)</u>
	stack_type (String)

Card	
PK	<u>card_type (int)</u>
FK	<u>stack_id (long)</u>
	cost (int)
	name (String)

DrawPile	
PK	<u>draw_pile_id (long)</u>
FK	<u>game_id (long)</u>
FK	<u>player_id (long)</u>
	stack_type (String)

Hand	
PK	<u>hand_id (long)</u>
FK	<u>game_id (long)</u>
FK	<u>player_id (long)</u>
	stack_type (String)

DiscardPile	
PK	<u>discard_pile_id (long)</u>
FK	<u>game_id (long)</u>
FK	<u>player_id (long)</u>
	stack_type (String)

Stack