

## gameroom\_players

PK id (INT)

FK gameroom\_id (INT) FK player\_id (INT) created\_at (DATETIME)

updated\_at (DATETIME)

PK id (INT) name (VARCHAR) created\_at (DATETIME) updated\_at (DATETIME)

## gamerooms

PK id (INT) FK created\_by\_player\_id

title (VARCHAR) created\_at (DATETIME) updated\_at (DATETIME) players

## gameroom\_settings

PK id (INT) FK gameroom\_id (INT)

min\_players (INT)

max\_players (INT)