

User	
PK	<u>user_id: long</u>
UQ1	user_name: String
UQ2	oauth_key: String

Hunt Data will replace GameManagement Unit.

Game Management Unit is not called,
all data comes from Hunt Data.

GameManagementUnit	
PK	<u>game_unit_id: int</u>
	animal_name: String
	herd_size: int
	harvest_number: int
	tag_applications: int
	tags_issued: int
	unit_number: int

ApplicationChoice	
PK	<u>application_choice_id: String</u>
	season: String
	weapon_type: enum WeaponType
FK1	user_id: long
FK2	unit_id: int

Hunt Data	
PK	<u>hunt_data_id: long</u>
	created: Date
	unit: String
	tag: Integer
	application: Integer
	bow: Boolean
	rifle: Boolean
	sept_early: Boolean
	sept_late: Boolean
	oct_early: Boolean
	oct_late: Boolean