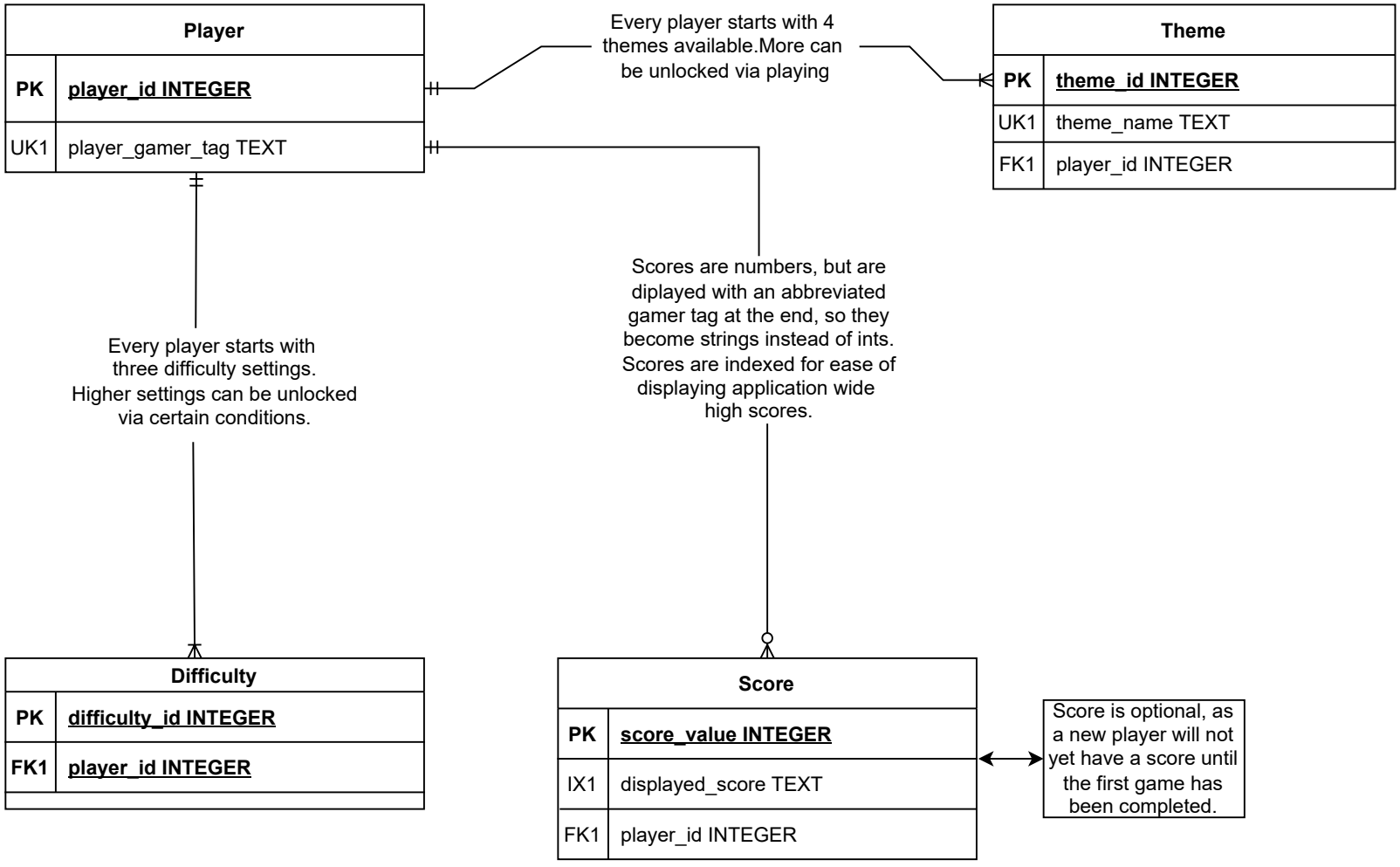
Player
PK
player_id INTEGER
UK1
player_gamer_tag TEXT
Every player starts with 4 themes available.More can be unlocked via playing
Theme
PK
theme_id INTEGER
UK1
theme_name TEXT
FK1
player_id INTEGER
Scores are numbers, but are diplayed with an abbreviated gamer tag at the end, so they become strings instead of ints. Scores are indexed for ease of displaying application wide high scores.
Every player starts with three difficulty settings. Higher settings can be unlocked via certain conditions.
Difficulty
PK
difficulty_id INTEGER
FK1
player_id INTEGER
Score
PK
score_value INTEGER
IX1
displayed_score TEXT
FK1
player_id INTEGER
Score is optional, as a new player will not yet have a score until the first game has been completed.