

Player	
PK	<u>player_id</u> int
UK1	player_gamer_tag String

PK	<u>theme_id</u> int
UK2	theme_name String

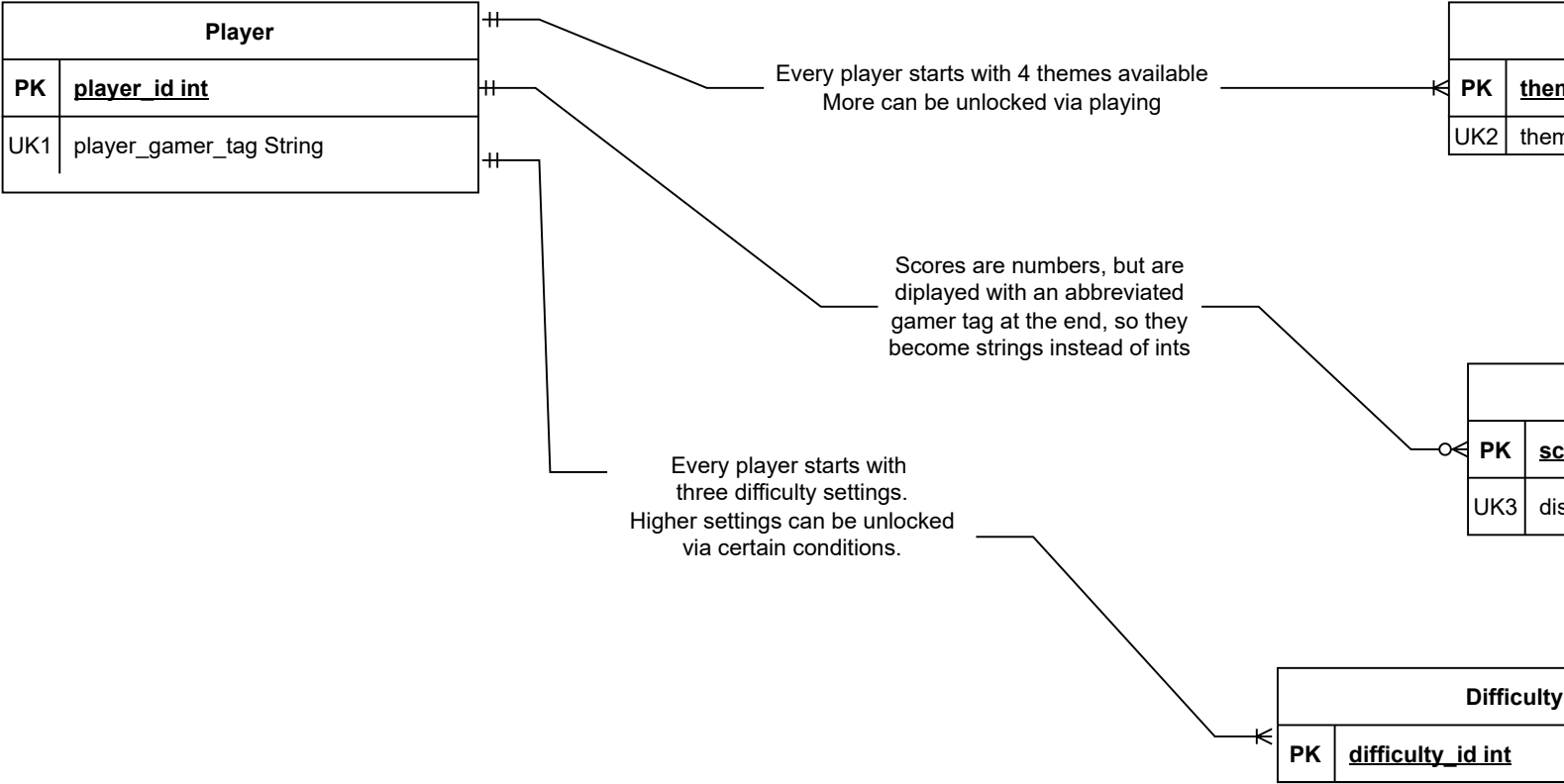
PK	<u>score_id</u> int
UK3	display_name String

Difficulty	
PK	<u>difficulty_id</u> int

Every player starts with 4 themes available  
More can be unlocked via playing

Scores are numbers, but are displayed with an abbreviated  
gamer tag at the end, so they  
become strings instead of ints

Every player starts with  
three difficulty settings.  
Higher settings can be unlocked  
via certain conditions.





Themes
<u>ne_id</u> int
ne_name String

Scores
<u>ore_value</u> int
played_score String