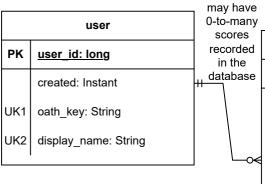On first authentication, a user is
added to the database

On completion of a game, the
relefvant details- including the
player ID- are stored in the
database.

Each user
may have
0-to-many
scores
recorded
in the
database

user	
PK	<u>**user_id: long**</u>
	created: Instant
UK1	oath_key: String
UK2	display_name: String

score	
PK	<u>**score_id: long**</u>
	created: Instant
	started: Instant
	duration: long
	value: long
	rows_removed_int
FK1	player_id: long