

user	
PK	<u>user_id: long</u>
	created: int
UK1	oauth_key: String
UK2	display_name: String

Every user who plays Teamle is recorded in this entity using the oauth 2.0 identifier as a unique key.

Every game that is completed is completed by exactly one user, however, over time a user may complete multiple games -- each of which ends up as a game result.

game_result	
PK	<u>game_result_id: long</u>
IX1	timestamp: Instant
IX2	size: int
IX3, IX4	guess_count: int
IX4, IX5	duration: Duration
FK1	user_id: Long (nullable)

When a game is completed, the result is summarized with an instance of this entity. In the case of the android app, all games have the same list of leagues/teams, so the size of the pool isn't included in this entity.