

user	
PK	<u>user_profile_id: long</u>
UK1	external_key: UUID
UK2	oauth_key: String
UK3	display_name: String
	avatar: URL (N)
	created: Instant

Each user needs to be associated to its puzzle so that there is a way for the user to leave the puzzle and come back to their last saved guess on their puzzle

user_puzzle	
PK	<u>user_puzzle_id: long</u>
UK1	external_key: UUID
FK1	puzzle_id: long
FK2	user_id: long
	created: Instant
	solved: Instant

Each user puzzle will need to get its board and size from the original puzzle of the day that is generated with the respective words of the that puzzle of the day.

Each guess will be associated to the user puzzle and therefore associated with the respective user for that respective user puzzle. The guess will be declared by describing a row and column on the puzzle and putting a character at that allotted point

guess	
PK	<u>word_id: long</u>
FK1	user_puzzle_id: long
	row: int
	column: int
	guess_char: char

puzzle	
PK	<u>puzzle_id: long</u>
UK1	external_key: UUID
	size: int
	board: String
	created: Instant

puzzle_word	
PK	<u>puzzle_word_id: long</u>
	word_name: String
	clue: String
FK1	puzzle_id: long
	row: int
	column: int
	direction: enum

Each puzzle word needs its own unique name and a clue that is for that puzzle word. Then the puzzle word will need to be associated with a puzzle id to know where to be used into as well as declaring its position and direction it is going to be placed as