For Games

Players

Counter	varchar	varchar	varchar	tinyint
UserID	Username	Password	Email	UserStatusID
1	yo	hash+salt+encryptic ^^	a@b.c	1
2	martinHates	hash	yo@yoyo.yoyoyo	1

GameMode

Counter	varchar
GameModeId	Name
1	Normal

UserStatus

counter	varchar
UserStatusID	Name
1	Normal
2	Suspended

Games

Counter	int	int	tinyint	int	float	int	int	milliseconds int	bool	varchar(16)
GameID	CreatorID	RandomSeed	MaxPlayers	MapID	Version	GameModeID	TurnResponseTime	TurnTimer	Finished	Password
1	1	83572385725982	2	1	1.1	1	1440	90000	FALSE	herpisderp

Maps

Counter	int	string	tinyint	tinyint	string
MapID	creatorID	Name	Width	Height	Tiles
1	1	bountyhunters	10	10	... dunno data here yet

GameParticipants

int	int	int	tinyint	bool	TurnCollectionID based int
GameID	UserID	RobotTypeID	SpawnPosID	StillPlaying	LeftTurnID
1	1	1	4	TRUE	-1
1	2	2	7	TRUE	-1

RobotType

counter	varchar
RobotTypeID	Name
1	Spider of Impending Pew pew
2	Deathball

Turns

int	int	DateTime	Bool
GameID	TurnCollectionID	Date	TurnFinished
1	1	11/27/2011 17:00:00	TRUE
1	2	11/27/2011 18:27:00	TRUE
1	3	11/28/2011 12:11:00	FALSE

TurnData

Counter	//Card ID smallint	smallint	smallint	smallint	smallint
TurnID	Register1	Register2	Register3	Register4	Register5
1	15	11	12	17	38
2	3	6	27	25	21
3	1	2	22	23	31
4	15	18	30	24	29

0=false, 1=initiate, 2=true

it's the player card ID not the games bonuscard ID

tinyint	int	int	varchar
Powerdown	SpawnLogic	UserID	BonusCardIDs
0	1	1	""
1	1	2	""
0	10	1	"1,3"
2	2	2	""

TurnCollections

int	int	int
GameID	TurnCollectionID	TurnID
1	1	1
1	1	2
1	2	3
1	2	4

PlayerTurns

int	int	Bool
GameID	UserID	Ready
1	1	TRUE
1	2	FALSE

This whole model is based on a determinstic random seed. Meaning that if the randomness is deterministic you can determine the whole outcome of the game any possible move. The 'random' elements such as what card do you get e.t.c.

example of random seeded generator
http://stackoverflow.com/questions/424292/how-to-create-my-own-javascript-random-number-generator-that-i-can-also-set-the

// RegisterX means change of spawn where RotateW means rotation when respawning only

SpawnLogic

counter	varchar
SpawnLogicID	Name
1	None
2	Register1
3	Register2
4	Register3
5	Register4
6	Register5
7	RotateN
8	RotateE
9	RotateS
10	RotateW

BonusCards

counter	varchar	varchar		tinyint
BonusCardID	Name	Description		BonusCardTypeID
1	RegisterJammer	Gives your opponents half the time to think.		2
2	Armor-percing lazor	Your laser goes through other robots		3
3	Big-Badass Panzer	You gain a protective shield against lasers and other damage		1

BonusCardTypes

BonusCardtypeID	Name
1	passive
2	active
3	toggle