

**PLAYER**

<u>Username</u>	Password	Wins	Losses	FavCName
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**MATCH**

<u>ID</u>	Type	Date	Time
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**TIER**

<u>Name</u>	Level
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**CHARACTER**

<u>Name</u>	Possible_colors	Tname	Gname	Description
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**GAME**

<u>Name</u>	Company	Description
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**STAGE**

<u>Name</u>	Boundry_size	Gname	Description
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**FRIEND**

<u>NameA</u>	<u>NameB</u>
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**PLAYER\_MATCH**

<u>Pname</u>	<u>Cname</u>	MID	Color	Result
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