

Game entity is a running total of each round's score giving total stats per player

Game	
PK	<u>id: long</u>
	total kills: int
	total deaths: int
	games played int
	total dmg: long
FK	roundId: long

User	
PK	<u>id: long</u>
	<u>name: string</u>

Each 'stickman' could have one item or none. Unarmed

Stickman	
PK	<u>id: long</u>
	name: String
FK	itemId: long
FK	userId: long
FK	mapId: long

Items	
PK	<u>id: long</u>
	name: String
FK	mapId: long

Lots of stickmen in each round, until only one remains. The victor!

Round	
PK	<u>id: long</u>
	<u>kills: int</u>
	<u>death: int</u>
	<u>dmg: long</u>
FK	stickmanId: long

Map	
PK	<u>id: long</u>
	String: name

Item's spawn on the map, could have a game with zero items but all on the map currently on

Each round is played on only one map

