

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

One User could have more than one Stickman ie. when picking up armor or a visual change of the character takes place.

Stickman (Part of Arena)	
PK	<u>id: num</u>
FK	name: String
	userId: num
	x location: num
	y location: num
	Health: num
	Alive: Boolean
	kills: num
	item: ref

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

Items (Part of Arena)	
PK	<u>id: num</u>
	item: reference
	x location: num
	y location: num
	owner: ref stickman or null

itemType (forge)	
PK	<u>id: num</u>
	name: String
	damage: num

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

Arena	
PK	<u>id: long</u>
	String: name
	id: num
	Bottom: num
	Top: num
	Left: num

Item's spawn on the map, could have a game with zero items but all on the map currently on, Includes X & Y coordinates

Right: num  
Time Left: num

Arena (map) will host the stickmen, items and anyone subscribing to the arena. It will be continuously updated for item and stickmen locations.

