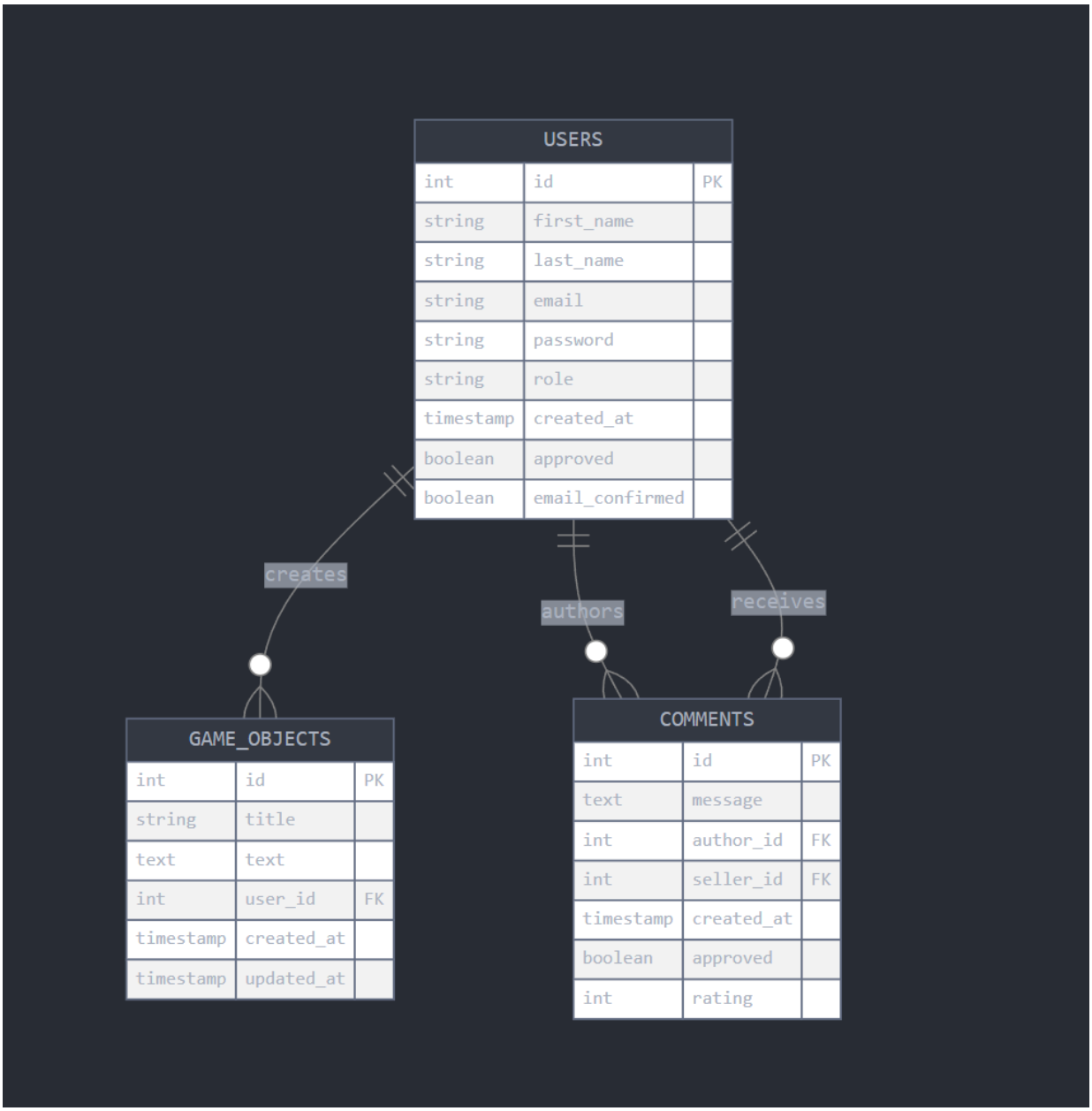

This diagram shows the relationships between your three tables:

1. **USERS table**:
    a. Contains user information and authentication details
    b. Primary key: `id`

2. **GAME_OBJECTS table**:
    a. Contains game object information
    b. Primary key: `id`

c. Foreign key: `user_id` references `USERS.id`
d. Relationship: A user can create multiple game objects (one-to-many)

3. **COMMENTS table**:
    a. Contains comment information
    b. Primary key: `id`
    c. Has two foreign keys to the USERS table:
        i. `author_id`: The user who wrote the comment
        ii. `seller_id`: The user who receives the comment

    d. Relationships:
        i. A user can author multiple comments (one-to-many)
        ii. A user can receive multiple comments (one-to-many)

As we can see from the table, user can be associated with many game objects and comments (both as author and receiver), while each game object or comment belongs to a specific user.