

```
create database tictactoe;

use tictactoe;

create table users(id int primary key auto_increment ,
                  username varchar(50) NOT NULL ,
                  password varchar(50) not null );
```

```
create table games(id int primary key auto_increment,
                  player_1 int not null,
                  player_2 int not null,
                  winner int,
                  created_at timestamp default current_timestamp,
                  foreign key(player_1) references users(id),
                  foreign key(player_2) references users(id)
);
```

```
create table moves(id int primary key not null,
                  game_id int not null,
                  player_id int not null,
                  position int not null,
                  move_number int not null,
                  foreign key(game_id) references games(id),
                  foreign key(player_id) references users(id)
);
```

```
show tables;
```