userID: long	sessionID: _____	timestamp: dateTime	clickedPoint: coordinate	missionID: _____	isHit: _____	_____:
100	4356	10/12/2015::14:15:09	(4,8)	13	yes	_____
101	3241	10/23/2015::14:15:19	(20,5)	18	no	_____
102	4537	11/4/2015::14:15:20	(17,43)	21	no	_____

userID: long	sessionID: long	timestamp: dateTime	clickedPoint: coordinate	MissionID: int	isHit: Boolean	SubFlamingoID int	Score int
	because it grows rapidly			MissionID int should be enough because there are limited missions	It could be just TRUE (yes) or FALSE (no)	int should be enough because there are limited type of flamingo related to mission criteria	int should be enough because there are

- primary key that uniquely identify each click is **userID & SessionID & timestamp**

- in order to calculate score a column identify the **type of flamingo** (or better subSetting) that has been hit when isHit is True, if the mission refers to more type of flamingos

- to simplify access **score** could be automatically associated at each click as the impact on this click on the score of the previous click

- No other column have to be added car all need information can be retrieved using foreign key:

    - **userId** for all information about user and related teams (user is part of only 1 team at any team)
    - **sessionID** for all details of session for the specific UserId
    - **MissionID** for all details of mission such as mission criteria (eg Flamingo types, criteria to calculate score etc)
    - **cell grid** are identified with coordinate in order to retrieve information