Database users:

The Users database contains all information relevant to the users of Polybius. In this database there are two different tables that hold user data and messages. Below is the variables that are in the tables and their associated order.

Table userdata:

* username
  + Type: Text
  + This column is a text field that contain the user’s username.
* password
  + Type: Text
  + This text field is the password of the user. This gets encrypted through the server transfer.
* email
  + Type: Text
  + This column is a text field that contain the user’s email.
* dob
  + Type: Date
  + This corresponds to the date of birth of a given user.
* id
  + Type: Integer
  + This corresponds to the entry of a user in the database. This is automatically calculated when the user is initially inserted into the database and does not need to be set.
* isonline
  + Type: Tinyint/Boolean
  + This value is set to True when a person logs into their account and set to false when they logout.
* currentgame
  + Type: int
  + This identifies which games a user is currently playing. If the value is zero, then the user is not currently in any game mode.
* friends
  + Type: Text
  + This is a text field that hold a list of the name of the user’s friends.
* statistics
  + Type: Text
  + This text fields holds pre-calculated statistics in the form of text.
* notifications
  + Type: Text
  + Holds notifications of type text that has the current notifications that need to be sent to the user.

Table msgs:

* id
  + Type: int
  + This is the id of each message that gets sent. This id is used to see the order of the messages that each user has received.
* sender
  + Type: Text
  + This is the username of the sender of the corresponding message
* receiver
  + Type: Text
  + This is the username of the receiver of the corresponding message
* time
  + Type: Timestamp
  + The set time that a message is sent. This is set automatically when the message is sent to the database.
* message
  + Type: Text
  + This contains the contents of what the sender sends to the receiver. This is in the format of text.