|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| userid | Session id | Timestamp:data/time | Clicked point:coordi nate | missionID | Is hit(Boolean) | userclickID |
| 100 | 4356 | 10/12/2015::14:15:09 | (4,8) | 13 | yes | 528932 |
| 101 | 3241 | 10/23/2015::14:15:19 | (20,5) | 18 | no | 529684 |
| 102 | 4537 | 11/4/2015::14:15:20 | (17,43) | 21 | no | 529690 |

The primary key is the last column that it is bold, userClickID

Nodes Table:

User (userID: long, UserName: String, joiningDate: date, dateOfBirth: date, currentLevel: int, AuthenticationKey: string)

Chat Session (sessionID: long, userID: long, UserName: string, startSession: dateTime, endSession: dateTime)

Chat Text (chatTextID: long, sessionID: long, chatText: string, userID: long, UserName: String, timestamp: dateTime)

Edge Table:

Leaves (userID: long, timestamp: dateTime)

Joins (userID: long, timestamp: dateTime)

Starts (userID: long, timestamp: dateTime)

Write (userID: long, timestamp: dateTime, UserText: string, MentionUserID: long)

Mentions (userID: long, timestamp: dateTime, MentionUserID: long)

1) We can associate the userID of each teamID with the userID in each sessionID and we can count the amount of Chat Session that a Team is having.

2) We can compare that for each userID, how many chatTextID do they have during a certain time (timestamp) before and after they have left a Team.

3) We can know that by counting which is the most use word within each chat (chatText) of the Chat Session (sessionID) during a period of time (timestamp).

4) We can know that by counting how many chatTextID has each userID.

5) We can know that by counting how many different sessionID are related to each userID.

Flamingo Properties:

feathersColor (Could be "black", "blue" or "pink")

withStar (variable boolean, "YES" or "NO")

size (long)

points (int)

flamingo-subtype\_id (long)

Each mission should have a sessionID associated with each userID that are playing that session. We need a variable that counts the points in each part of the grid to know when the game it's done.