



er's HighScore







◊ <u>Uses_id</u>	int
◦ Score	int

Users	
This is the user class,	
◊ <u>User_id</u>	int
◦ Session_id	int
• Name	string
◦ Money	int

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Ship	
For the ship data as it changes t out the game. The initial marks form the object class	
◊ <u>Ship_id</u>	int
• Model	int
◦ Ammo_Level	int
◦ Health_Level	int









