

## DATABASE SCHEMA - MEMORY GAME

Table - 1	USER_DETAILS		
USER_ID	USER_EMAIL_ID	USER_NAME	REGISTRATION_TIME
1	abc@gmail.com	Shrikant Havale	20/05/2014 15:30:00
2	def@gmail.com	Ilias Koletsis	20/05/2014 15:30:00
3	hij@gmail.com	Gaber Setina	20/05/2014 15:30:00
4	klm@gmail.com	Amer Dadic	20/05/2014 15:30:00

Table - 2	GAME_DETAILS	
GAME_ID	GAME_NAME	USER_EMAIL_ID
1	Animal	PREDEFINED
2	Simpson	PREDEFINED
3	Nature	PREDEFINED
4	Family Photos	abc@gmail.com
5	Europe Trip	def@gmail.com
6	First Baby	def@gmail.com

Table - 3	IMAGE_DETAILS		
IMAGE_ID	IMAGE_NAME	IMAGE_DATA	GAME_ID
1	Animal_1	Some BLOB	1
2	Animal_2	Some BLOB	1
3	Animal_3	Some BLOB	1
4	Simpson_1	Some BLOB	2
5	Simpson_2	Some BLOB	2
6	Simpson_3	Some BLOB	2
7	Father	Some BLOB	4
8	Mother	Some BLOB	4
9	Sister	Some BLOB	4
10	France	Some BLOB	5
11	Germany	Some BLOB	5
12	Austria	Some BLOB	5

Table - 8	GAME_SCORES					
SCORE_ID	USER_EMAIL_ID	GAME_ID	TIMESTAMP	DIFFICULTY_L	SCORE_MOVE	SCORE_TIMER_SECONDS
1	abc@gmail.com	1	30/04/2014 12:00:00	HELL	50	200
2	abc@gmail.com	1	24/04/2014 00:00:00	MEDIUM	60	600
3	abc@gmail.com	1	26/04/2014 00:00:00	EASY	80	900
4	def@gmail.com	2	30/04/2014 12:00:00	HELL	50	1000
5	def@gmail.com	2	24/04/2014 00:00:00	MEDIUM	68	200
6	def@gmail.com	2	26/04/2014 00:00:00	EASY	100	5000

List of SQL queries that might require
Fetch the list of all pre installed games
Fetch all the images for specific pre installed game
Fetch the list of all custom games specific to the user id
Fetch top 10 scorers for pre installed games
Fetch top 10 score entries for custom games for specific user
Save user details on the facebook login first time
Save newly created game and it's images
Save scores of preinstalled played games with time stamp
Save scores of custom played games with time stamp
Initially create dummy data for pre installed game.