Modele relationnel:

User(username, idPlayer, email, firstName, lastName, avatar, gamePlayed, winRate, averageTimePerGame, totalTimePlayed, bestScoreSprintSolo, likes, dislikes, isConnected)

PK: username

FK: idPlayer REFERENCES Player(idPlayer)

VirtualPlayer(idVirtualPlayer, idPlayer, idPersonnality, playerName)

PK: idVirtualPlayer

FK: idPlayer REFERENCES Player(idPlayer)

FK: idPersonnality REFERENCES Personnality(idPersonnality)

Personnality(idPersonnality, personnalityName)

PK: idPersonnality

Expression(idExpression, idPersonnality, expressionContent )

PK: idExpression

FK: idPersonnality REFERENCES Personnality(idPersonnality)

Player(idPlayer)

PK: idPlayer

TeamPlayer(idTeamPlayer, idPlayer, idTeam)

PK: idTeamPlayer

FK: idTeam REFERENCES Team(idTeam)

FK: idPlayer REFERENCES Player(idPlayer )

Team(idTeam, idGame, teamScore)

PK: idTeam

FK: idGame REFERENCES Game(idGame)

Game(idGame, gameTime, gameModes)

PK: idGame

Friend(idFriend, usernameFriend, username)

PK: idFriend

FK: username REFERENCE User(username)

Login(idLogin, username, loginTime, isLogin)

PK: idLogin

FK: username REFERENCE User(username)

ChatChannel(idChannel, channelName)

PK: idChannel

Message(idMessage, username, messageContent, messageTime)

PK: idMessage

FK: username REFERENCE User(username)

FK: idChannel REFERENCES Channel(idChannel)

ChannelConnexion(idChannelConnexion, username, idChannel)

PK: idChannelConnexion

FK: username REFERENCE User(username)

FK: idChannel REFERENCES Channel(idChannel)