**1. Create Database**

CREATE DATABASE quiz\_app;

USE quiz\_app;

**2. Create players Table**

This table stores the player’s ID, name, difficulty level, and score.

CREATE TABLE players (

player\_id INT AUTO\_INCREMENT PRIMARY KEY,

username VARCHAR(100) NOT NULL UNIQUE,

password VARCHAR(255) NOT NULL, -- Store hashed password

name VARCHAR(100) NOT NULL,

level ENUM('Beginner', 'Intermediate', 'Advanced') NOT NULL,

score INT DEFAULT 0

);

**3. Create questions Table**

This table stores the quiz questions, answer options, the correct answer, and difficulty level.

CREATE TABLE questions (

question\_id INT AUTO\_INCREMENT PRIMARY KEY,

question TEXT NOT NULL,

option1 VARCHAR(255) NOT NULL,

option2 VARCHAR(255) NOT NULL,

option3 VARCHAR(255) NOT NULL,

option4 VARCHAR(255) NOT NULL,

correct\_answer INT NOT NULL, -- 1 for option1, 2 for option2, etc.

difficulty ENUM('Beginner', 'Intermediate', 'Advanced') NOT NULL

);

**4. Create reports Table**

This table stores the quiz results for each player.

CREATE TABLE reports (

report\_id INT AUTO\_INCREMENT PRIMARY KEY,

player\_id INT NOT NULL,

correct\_answers INT DEFAULT 0,

score INT DEFAULT 0,

difficulty ENUM('Beginner', 'Intermediate', 'Advanced') NOT NULL,

FOREIGN KEY (player\_id) REFERENCES players(player\_id) -- Relates to the players table

);

**5. Create high\_scores Table**

This table stores the highest scores per difficulty level for the leaderboard.

CREATE TABLE high\_scores (

high\_score\_id INT AUTO\_INCREMENT PRIMARY KEY,

player\_id INT NOT NULL,

score INT DEFAULT 0,

level ENUM('Beginner', 'Intermediate', 'Advanced') NOT NULL,

FOREIGN KEY (player\_id) REFERENCES players(player\_id)

);

**6. Create admins Table:**

CREATE TABLE admins (

admin\_id INT AUTO\_INCREMENT PRIMARY KEY,

username VARCHAR(100) NOT NULL UNIQUE,

password VARCHAR(255) NOT NULL -- Store hashed password

);

**insert Admin Credentials into Database (MySQL Example)**

**Run the following SQL command in your database to add an admin user:**

INSERT INTO admins (username, password) VALUES ('admin', 'admin123');