



There are two entities: one for Player and the other for Score.

The Player entity contains information about players, including ID (primary key), username, email, password, session-key, and reset-key. Both username and email are unique attributes. The session-key is set when a player logs in, and the reset-key is set when a player wants to change their password.

The Score entity stores information such as ID (primary key), score point, creation date, and owner. This establishes a many-to-one relationship from Score to Player, meaning a score can have only one owner, while a player can have multiple scores.