Session

id (INT, AUTOINCREMENT, PK)
session_start
session_end
session_time
user_id

1:N
One user has a lot of sessions

1:1
Currency belongs to one user

User

id (INT, AUTOINCREMENT, PK)
user_type
nickname
user_email
user_pass
banned
description

1:1
One session belongs to one user

1:N
User has a lot of currency

1:N
User has a lot of progresses

1:N
User has a lot of achievements

1:1
One achievement belongs to one user

Currency

id (INT, AUTOINCREMENT, PK)
name
value
currency_type
user_id

Achievement

id (INT, AUTOINCREMENT, PK)
name
value
user_id

1:1
One progress belongs to one user

Progress

id (INT, AUTOINCREMENT, PK)
progress_name
target_value
user_id

Session

session_start
session_end

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calculate_session_time()
set_end_session_time()

Currency

name
value
currency_type

User

nickname
user_email
user_pass
session
bronze
silver
gold
achivments = []
progress

---

set_session()
spend_currency()
buy_currency()

Achivment

name

---

value

Progress

game_time
victories
artifacts
enemy_killed

---

calculate_game_time()
calculate_victories
calculate_artifacts()
calculate_enemy_killed()