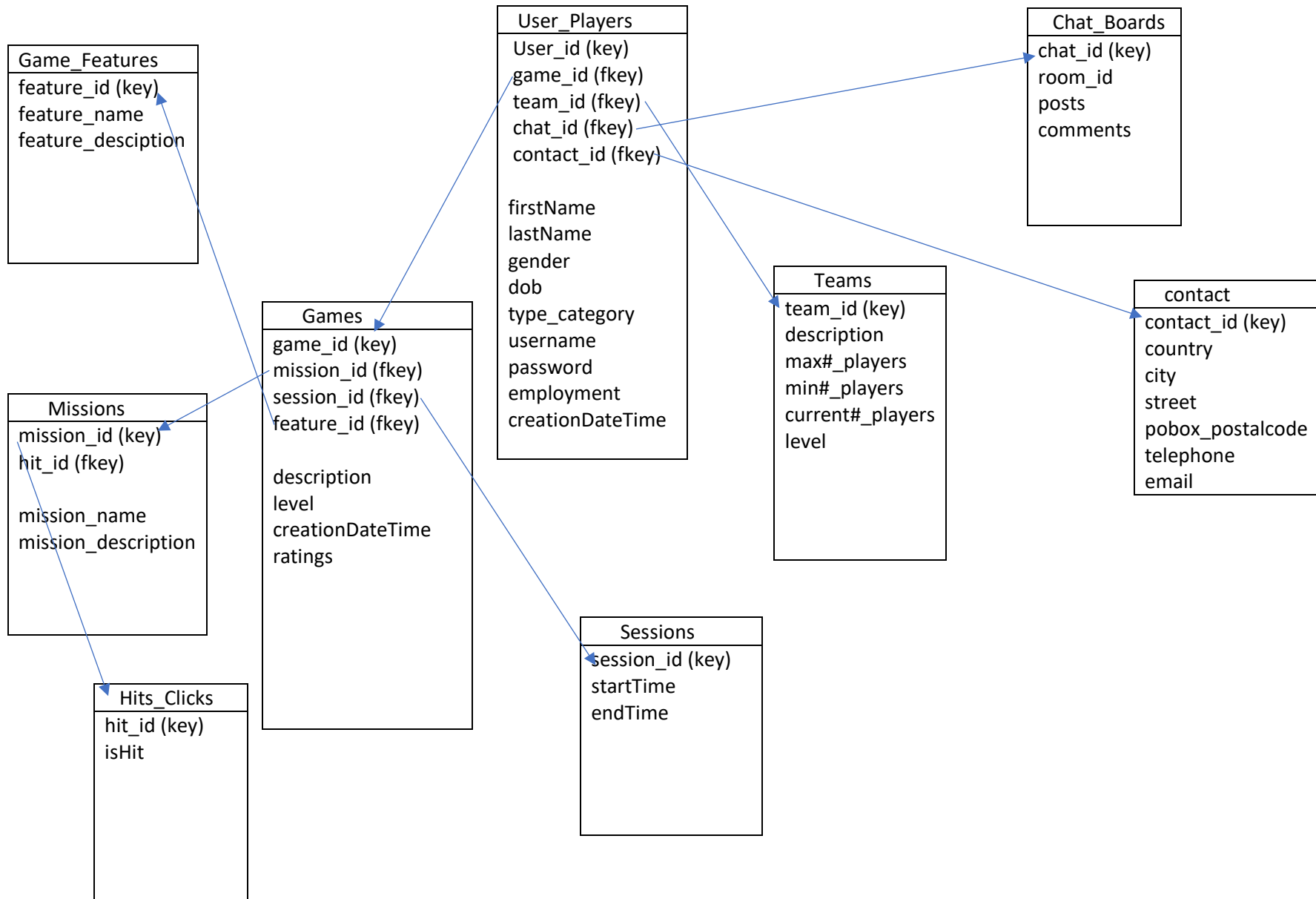


Basically, the user / player and the game are the central (key) component of the Flamingo game surrounded by other dimensions / objects such as Chats Boards, Missions, Sessions, Purchases (Game Features), Scores / Hits, etc. Below is how I would design the tables / objects relationship (high level conceptual model):

*key = primary key

fkey = foreign key



We could query the above schema to get some analytics data as per below:

Select count (hit_id) From the “Hits_Clicks” table for all missions (linked Missions Table with hit_id) and for all games (linked Games Table with mission_id) where user_id = 1 (linked Users_plays Table with game_id) and isHit = ‘yes’

This is high level and could get much more tables and relationships as we need details.

