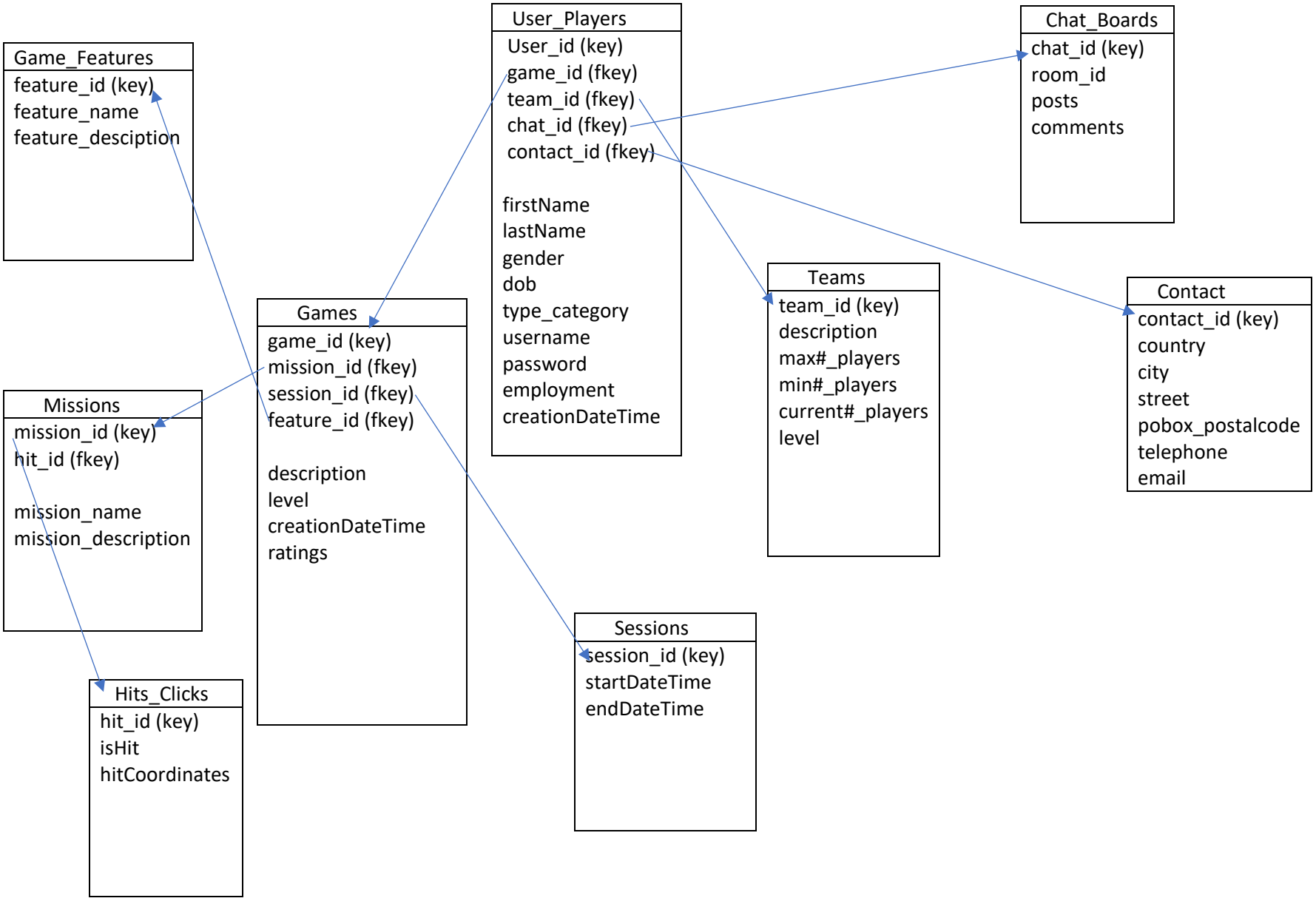
Basically, the user / player and the game are the central (key) component of the Flamingo game surrounded by other dimensions / objects such as Chats Boards, Missions, Sessions, Purchases (Game Features), Scores / Hits, etc. Below is how I would design the tables / objects relationship (high level conceptional 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_playes Table with game_id) and isHit = ‘yes’

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

User_id (Users_Players)	Session_id (Sessions)	StartDateTime (Sessions)	Hit_id (Hits_Clicks)	isHit: (Hits_Clicks)	hitCoordinates (Hits_Clicks)	mission_id (Missions)	game_id (Games)	feature_id (Game_Features)	team_id (Teams)	chat_id (Chat_Boards)	Contact_id (Contact)	
100	4356	10/12/2015::14:15:09	1	yes	(4,8)	13	1	2	3	yes	1	
101	3241	10/23/2015::14:15:19	2	no	(20,5)	18	1	2	3	no	2	
102	4537	11/4/2015::14:15:20	3	no	(17,43)	21	1	2	3	no	3	

See schema above for the other fields.