

Constant: doesn't change once the event starts.

solvers	
solver_id	TINYINT
role_id	TINYINT
name	VARCHAR(30)
passcode	VARCHAR(6)
present	BOOLEAN
fake	BOOLEAN

scores	
puzzle_id	SMALLINT
score_value	MEDIUMINT

release_info	
puzzle_id	SMALLINT
team_index	TINY (1-16)
release_type	TINY 1: assigned 2: fresh 3: gradual

released	
puzzle_id	SMALLINT
release_state	BOOLEAN
change_time	TIMESTAMP

assignments	
puzzle_id	SMALLINT
solver_id	TINYINT
assign_time	TIMESTAMP
abandoned	BOOLEAN

dot_display	
puzzle_id	SMALLINT
dot_id	SMALLINT

solves	
puzzle_id	SMALLINT
solver_id	TINYINT
solve_time	TIMESTAMP

chartdata	
chart_num	TINYINT
quantity	MEDIUMINT
color	VARCHAR(30)
name	VARCHAR(30)

requests	
puzzle_id	SMALLINT
solver_id	TINYINT
assign_time	TIMESTAMP
request_type	TINY 1: requested TASC (need sheet) 2: abandoned TASC (need sheet) 3: submitted/fixed TASC 4: handled but not dismissed