

Users			
_id	ObjectId	NN	
nickname	String	NN	
email	String	NN	
passwordHash	String	NN	
salt	String	NN	
createAt	Date	NN	

UserSessions			
_id	ObjectId	NN	
token	String	NN	
deadline	Date	NN	
createAt	Date	NN	
updateAt	Date	NN	
User	ObjectId	NN	

BattleMapTypes			
_id	ObjectId	NN	
name	String	NN	
teamCount	Number	NN	
teamPlayerCount	Number	NN	
BattleMapSizeType	ObjectId	NN	

BattleMapSizeTypes			
_id	ObjectId	NN	
name	String	NN	
width	Number	NN	
height	Number	NN	

TileTypes			
_id	ObjectId	NN	
name	String	NN	
props {}	...TileProps	NN	
canWalk	Boolean	NN	
canDrive	Boolean	NN	
canFire	Boolean	NN	
damage	Number	NN	
impedance	Number	NN	
acceleration	Number	NN	

TileProps			
canWalk	Boolean	NN	
canDrive	Boolean	NN	
canFire	Boolean	NN	
damage	Number	NN	
impedance	Number	NN	
acceleration	Number	NN	

BattleMaps			
_id	ObjectId	NN	
name	String	NN	
BattleMapType	ObjectId	NN	
Tiles []	ObjectId	NN	

Tiles			
_id	ObjectId	NN	
img	Buffer	NN	
TileType	ObjectId	NN	

Players			
_id	ObjectId	NN	
avatar	Buffer	NN	
props {}	...PlayerProps	NN	
stamina	Number	NN	
accuracy	Number	NN	
force	Number	NN	
dexterity	Number	NN	
stat {}	...PlayerStatistc	NN	
level	Number	NN	
credit	Number	NN	
winBattles	Number	NN	
loseBattles	Number	NN	
battleState {}	...PlayerBattleState	NN	
health	Number	NN	
mapPosX	Number	NN	
mapPosY	Number	NN	
createAt	String	NN	
updateAt	String	NN	
Amunitions []	ObjectId	NN	

Message			
_id	ObjectId	NN	
text	String	NN	

Amunitions			
_id	ObjectId	NN	
name	String	NN	
img	Buffer	NN	
props {}	...AmunitionProps	NN	
distance	Number	NN	
damage	Number	NN	
defence	Number	NN	
accuracy	Number	NN	
speed	Number	NN	
cost	Number	NN	
AmunitionType	ObjectId	NN	

AmunitionTypes			
_id	ObjectId	NN	
name	String	NN	
img	Buffer	NN	

AmunitionProps			
distance	Number	NN	
damage	Number	NN	
defence	Number	NN	
accuracy	Number	NN	
speed	Number	NN	

ActionType			
_id	ObjectId	NN	
name	String	NN	

ActionProps			
timestamp	Date	NN	
direction	String	NN	

BattleAction			
_id	ObjectId	NN	
num	Number	NN	
props {}	...ActionProps	NN	
timestamp	Date	NN	
direction	String	NN	
ActionType	ObjectId	NN	
Player	ObjectId	NN	

BattleMoves			
_id	ObjectId	NN	
num	Number	NN	
actions []	...BattleAction	NN	
finished	Boolean	NN	

Battles			
_id	ObjectId	NN	
moves	...BattleMoves	NN	
beginAt	Date	NN	
finishAt	Date	NN	
createAt	Date	NN	
updateAt	Date	NN	
Teams	ObjectId	NN	
BattleMap	ObjectId	NN	
Messages []	Message	NN	

Teams			
_id	ObjectId	NN	
name	ObjectId	NN	
color	String	NN	
createAt	Date	NN	
updateAt	Date	NN	
Players	ObjectId	NN	

PlayerBattleState			
health	Number	NN	
mapPosX	Number	NN	
mapPosY	Number	NN	

PlayerStatistc			
level	Number	NN	
credit	Number	NN	
winBattles	Number	NN	
loseBattles	Number	NN	

PlayerProps			
stamina	Number	NN	
accuracy	Number	NN	
force	Number	NN	
dexterity	Number	NN	

