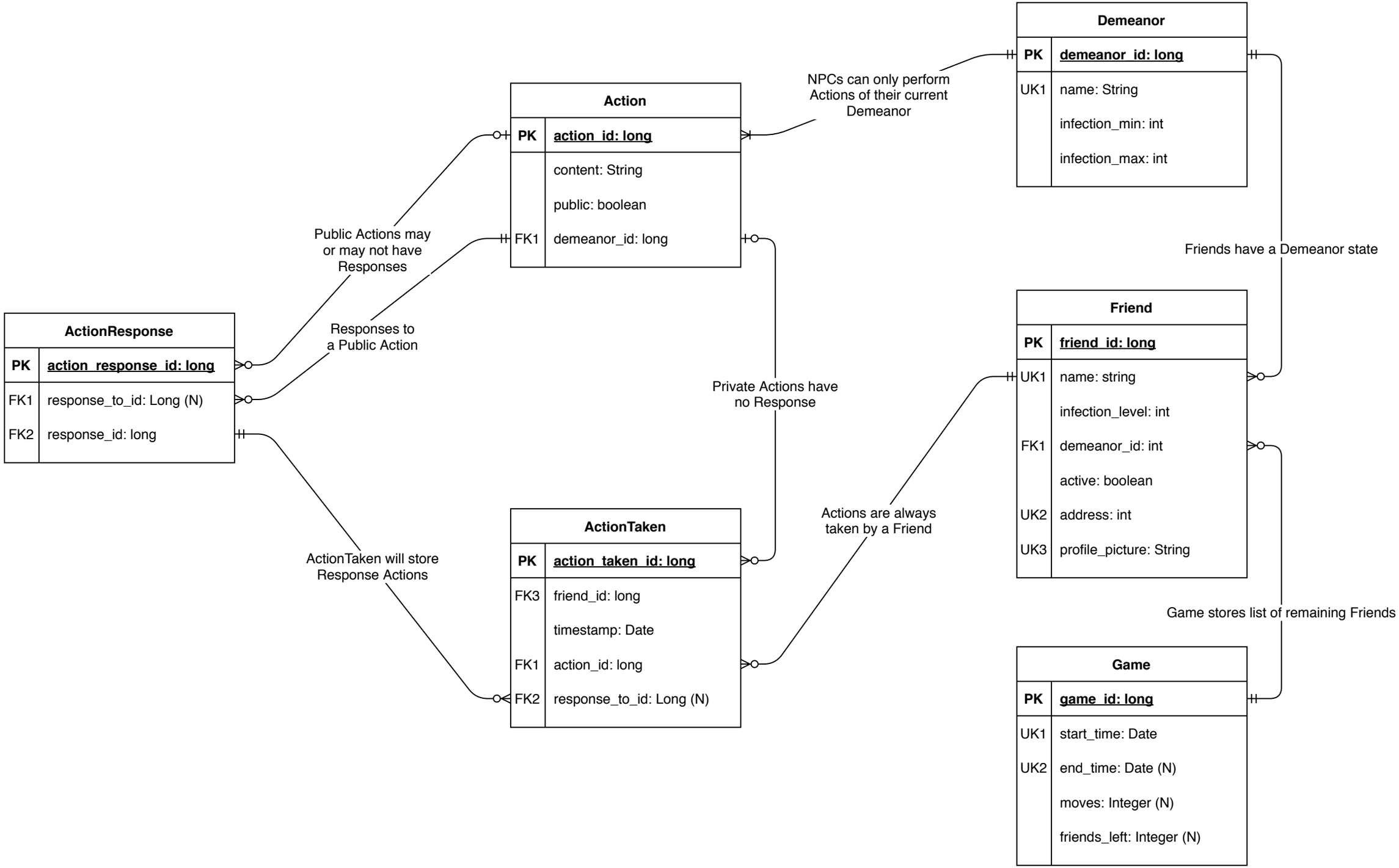
Demeanor
PK demeanor_id: long
UK1 name: String
infection_min: int
infection_max: int
NPCs can only perform Actions of their current Demeanor
Action
PK action_id: long
content: String
public: boolean
FK1 demeanor_id: long
Public Actions may or may not have Responses
Responses to a Public Action
Friends have a Demeanor state
ActionResponse
PK action_response_id: long
FK1 response_to_id: Long (N)
FK2 response_id: long
Private Actions have no Response
Friend
PK friend_id: long
UK1 name: string
infection_level: int
FK1 demeanor_id: int
active: boolean
UK2 address: int
UK3 profile_picture: String
Actions are always taken by a Friend
ActionTaken will store Response Actions
ActionTaken
PK action_taken_id: long
FK3 friend_id: long
timestamp: Date
FK1 action_id: long
FK2 response_to_id: Long (N)
Game stores list of remaining Friends
Game
PK game_id: long
UK1 start_time: Date
UK2 end_time: Date (N)
moves: Integer (N)
friends_left: Integer (N)