

## Data Model

```
class Game (models.Model):  
    time = models.DateField();  
    participants = models.ManyToManyField(Player);  
    winner = models.ForeignKey(Player, null); # For scoreboard and game recovery
```

```
class Player (models.Model):  
    user = models.OneToOneField(user); # for authentication  
    nicknames = models.CharField();  
    image = models.ImageField();  
    short_bio = models.CharField();  
    current_game = models.OneToOneField(Game); # for fast recovery
```

**For SQL we'll use sqlite3.**