Bingo domain model

Room
- name *string*
- room_type *string*
- timeout *integer (10,0)*

Round
- active *boolean*
- deck *text*
- num_cards *integer*
- num_players *integer*
- uuid *string*

RoundUser
- bingos *integer*
- card_count *integer*
- daubs *integer*
- is_waiting *boolean*
- room_id *integer*

User
- achievements_won *integer (10,0)*
- best_bingo_position *integer*
- best_tournament_position *integer*
- bingo_by_corner_pattern *integer*
- bingo_by_diagonal_pattern *integer*
- bingo_by_horizontal_pattern *integer*
- bingo_by_vertical_pattern *integer*
- bingo_played *integer*
- bingo_win *integer*
- bounus_coins_and_tickets *integer*
- coins *integer (10,0)*
- coins_collected_in_game *integer*
- current_level *integer*
- current_sign_in_at *datetime*
- current_sign_in_ip *string*
- daily_free_tickets_available *integer*
- device_id *string*
- email *string* ∗
- encrypted_password *string* ∗
- fastest_bingo *integer (10,0)*
- fb_id *string*
- first_name *string*
- free_daubs_collected *integer*
- is_bingo_on_all_card *boolean*
- is_gifted_to_friend *boolean*
- is_guest *boolean*
- is_invited_facebook_friend *boolean*
- jigsaw_pieces_collected *integer (10,0)*
- keys *integer*
- keys_collected_in_game *integer*
- last_name *string*
- last_sign_in_at *datetime*
- last_sign_in_ip *string*
- login_token *string*
- mystery_chests_opened *integer*
- powerups_remaining *integer*
- powerups_used *integer*
- remember_created_at *datetime*
- reset_password_sent_at *datetime*
- reset_password_token *string*
- role *string*
- sign_in_count *integer* ∗
- ticket_bought *integer*
- tickets_purchased *integer*
- tokens *integer (10,0)*
- total_daubs *integer*
- tournaments_participated *integer*
- tournaments_won *integer*
- xp_earned *integer*

Tournament
- active *boolean*
- deck *text*
- name *string*
- num_cards *integer*
- num_player *integer*
- tournament_type *string*
- uuid *string*

LoginHistory
- active *boolean*
- login_token *string*

InAppPurchase
- amount *integer (10,0)*
- title *string*

Powerup
- double_payout *integer*
- free_cell *integer*
- free_coins *integer*
- instant_bingo *integer*
- mystry_chests *integer*
- reveal_and_daub *integer*

TournamentUser
- attempt_number *integer*
- bingos *integer*
- card_count *integer*
- coins *integer (10,0)*
- daubs *integer*
- room_id *integer*
- round *integer*

ApiKey
- active *boolean*
- token *string*