Poker domain model

TableConfigUser

active *boolean*

Move

action *string*
bet_amount *integer (10,0)*
board *string*
next_user_id *integer*
pot *integer (10,0)*
remaining_chips *integer (10,0)*
round_bets *string*
round_max_bet *string*

Room

max_buy_in *integer (10,0)*
max_players *integer*
max_stake *integer (10,0)*
min_buy_in *integer (10,0)*
min_stake *integer (10,0)*
name *string*

User

all_ins *integer (10,0)*
best_hand *string*
best_hand_cards *text*
best_hand_rank *integer (10,0)*
bets *integer (10,0)*
biggest_pot *integer (10,0)*
calls *integer (10,0)*
checks *integer (10,0)*
chips *integer (10,0)*
current_sign_in_at *datetime*
current_sign_in_ip *string*
device_avatar_id *integer*
device_id *string*
diamonds *integer (10,0)*
email *string* *
encrypted_password *string* *
fb_id *string*
first_name *string*
folds *integer (10,0)*
hands_played *integer (10,0)*
hands_won *integer (10,0)*
image_content_type *string*
image_file_name *string*
image_file_size *integer*
image_updated_at *datetime*
is_guest *boolean*
last_name *string*
last_sign_in_at *datetime*
last_sign_in_ip *string*
level *integer*
level_percentage *integer (10,0)*
login_token *string*
num_friend_request *integer*
num_gift_request *integer*
raises *integer (10,0)*
remember_created_at *datetime*
reset_password_sent_at *datetime*
reset_password_token *string*
role *string*
shootout_level *integer*
shootout_win *integer*
sign_in_count *integer* *
sitandgo_win *integer*
total_turns *integer (10,0)*
xp *integer (10,0)*

InGameGift

cost *integer (10,0)*
name *string*

TableConfig

big_blind *integer (10,0)*
fee *integer (10,0)*
game_type *string*
max_buy_in *integer (10,0)*
max_player *integer*
min_buy_in *integer (10,0)*
min_player *integer*
name *string*
pot *integer (10,0)*
shootout_level *integer*
small_blind *integer (10,0)*

Table

name *string*

Game

active *boolean*
current_user_id *integer*
deck *text*
pot_value *integer (10,0)*
round_name *string*
uuid *string*

FriendRequest

confirmed *boolean*
requested_to_id *integer*

Friendship

friend_id *integer*

GiftRequest

confirm *boolean*
gift_type *string*
is_requested *boolean*

LoginHistory

active *boolean*
login_token *string*

EconomyRange

level *integer*
lower_limit *integer (10,0)*
upper_limit *integer (10,0)*

EconomyParticipation

lower_limit *integer (10,0)*
other_winner_points *integer*
participation_point *integer*
stopper *integer*
upper_limit *integer (10,0)*
winner_points *integer*

GameUser

cards *string*
hand_message *string*
hand_rank *integer (10,0)*
is_waiting *boolean*
is_winner *boolean*
remaining_chips *integer (10,0)*
round_chips *integer (10,0)*
seat_occcupied_index *integer*
winner_prize *integer (10,0)*

EconomyHand

hand_quality *string*
other_winner_point *integer*
winner_point *integer*

EconomyBet

lower_limit *integer (10,0)*
points *integer*
upper_limit *integer (10,0)*

TableUser

ApiKey

active *boolean*
token *string*

TournamentConfig

days *integer (10,0)*
end_date *date*
is_running *boolean*
period *boolean*
start_date *date*

Tournament

active *boolean*
end_date *date*
start_date *date*

TournamentUsers

coins *integer (10,0)*