Poker domain model

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*

TableConfig

big_blind *integer (10,0)*
max_buy_in *integer (10,0)*
max_player *integer*
min_buy_in *integer (10,0)*
min_player *integer*
name *string*
small_blind *integer (10,0)*

ApiKey

active *boolean*
token *string*

Table

name *string*

Game

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

User

current_sign_in_at *datetime*
current_sign_in_ip *string*
email *string* ∗
encrypted_password *string* ∗
fb_id *string*
first_name *string*
is_guest *boolean*
last_name *string*
last_sign_in_at *datetime*
last_sign_in_ip *string*
remember_created_at *datetime*
reset_password_sent_at *datetime*
reset_password_token *string*
role *string*
sign_in_count *integer* ∗

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*

GameUser

cards *string*
is_waiting *boolean*
seat_occcupied_index *integer*

TableUser