rounds

game_id 🔗	uuid
round_num 🔗	integer
needed_votes	integer
type_of_card_to_open	varchar

users

id 🔗	integer
display_name	varchar
count_games	integer
number_of_wins	integer

votes

vote_id 🔗	integer
voting_id	integer
who_voted	integer
selected_user	integer

game

id 🔗	uuid
owner_id	integer
chat_id	integer
settings_id	integer
disaster_image_url	varchar
status	GameStatus E
current_queue	integer

votes_rounds

game_id 🔗	uuid
round_num 🔗	integer
voting_id 🔗	integer
permited_to_revote	bool
is_this_revote_voting	bool

user_games

game_id 🔗	uuid
user_id 🔗	integer
go_out_voting_id	integer
queue_num	integer
character_data_id	integer
special_conditions_id	integer

opened_bunker_cards

game_id 🔗	integer
card_image_url 🔗	varchar
team_side	TeamSide E
type_of_card_to_open	varchar

character_special_conditions

id 🔗	integer
image_url 🔗	varchar
special_conditions	json
voting_id_when_card_was_open	integer

character_data

id 🔗	integer
card_name 🔗	varchar
card_value	varchar
is_opened	bool

settings

id 🔗	integer
creator_id	integer
game_mode	GameMode E
enabled_cards_id	integer
count_special_conditions_cards	integer
time_to_open_card	integer
speak_after_open_card	integer
speak_under_vote	integer
voting_time_limit	integer
speak_if_equal_vote	integer
speak_after_open_card_if_without_vote	integer

enabled_type_cards

id 🔗	integer
name 🔗	varchar

rounds

*	game_id 🔗	uuid
*	round_num 🔗	integer
	needed_votes	integer
	type_of_card_to_open	varchar

users

	id 🔗	integer
	display_name	varchar
	count_games	integer
	number_of_wins	integer

votes

	vote_id 🔗	integer
	voting_id	integer
*	who_voted	integer
*	selected_user	integer

game

	id 🔗	uuid
	owner_id	integer
	chat_id	integer
	settings_id	integer
	disaster_image_url	varchar
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votes_rounds

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*	user_id 🔗	integer
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*	queue_num	integer
	character_data_id	integer
	special_conditions_id	integer

opened_bunker_cards

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	speak_under_vote	integer
	voting_time_limit	integer
	speak_if_equal_vote	integer
	speak_after_open_card_if_without_vote	integer

enabled_type_cards

	id 🔗	integer
	name 🔗	varchar

```
Enum TeamSide {
    kicked
    not_kicked
}


Enum GameMode {
    Basic
    Advanced
}



Enum GameStatus {
    wait
    round_1
    round_2
    round_3
    round_4
    round_5
    advanced
    finished
}
```