**MODELO WILD DRUNKING**

**Entidades:**

* **User:** id (int), email (str), username (str), password (str)
* **Player:** id (int), numero (int), pina (int), naranja (int), limon (int), frutilla (int), personaje (string), nivel\_alcohol (string), best\_in\_show (bool), daiquiri\_frutilla (bool), margarita\_frutilla (bool), tequila\_sunrise (bool), pina\_colada (bool), primavera (bool), pina\_caipirina (bool)
* **Match:** id (int), turno (int), status (string), turno\_player (int), numero\_turnos (int), ganador (int), tiempo\_jugada (int)
* **Shot:** id (int), name (string)
* **Dice:** id (int), name (string)
* **Square:** id (int), tipo (string), name (string)
* **Hexagon:** id (int), position (string)
* **Vertex:** id (int), position (string)

**Tablas intermedias:**

* **UserMatch:** id (int), userid (int), matchid (int)
* **PlayerShot:** id (int), playerid (int), shotid (int)
* **PlayerDice:** id (int), playerid (int), diceid (int)