GameHistory

id: objectID
#user: objectID
#game: objectID
session: string
event: string
type: string
good: boolean

created_at: dateTime
updated_at: dateTime

- +find()
- +findByIdAndUpdate(id objectID, body string)
- +findById(id typeObject)
- +findByIdAndRemove(id objectID, body string)

Exercice

id: objectID
name: string
type: string
category: string
content: mixedType
description: string
created_at: dateTime
updated_at: dateTime

- +find()
- +findByIdAndUpdate(id objectID, body string)
- +findById(id typeObject)
- +findByIdAndRemove(id objectID, body string)

User

id: objectID
firstName: string
lastName: string
email: string
password: string
language: string
country: string
city: string
zipCode: string

levelInYourLanguage: number MotherLanguage: string

creditCard: string age: number birth: date

created_at: dateTime
updated_at: dateTime

- +find()
- +findByIdAndUpdate(id objectID, body string)
- +findById(id typeObject)
- +findByIdAndRemove(id objectID, body string)
- +create(body string)
- +findOne(email string)