CRUD Service

Game

Group service → GroupDTO → **Group**
- type (enum)
- cards
- color

Card service
- checkout: gets card by id, goes to group controller and performs action relates to group type
- buy: goes to session service and player service pass card to player
- build: goes to player service, reduce money and changes card status
- deposit: changes card status to deposit, psses it to session from player, goes to player service and increments money

CardDTO → **Card**
- id
- position
- rawPrice
- deposit
- housePrice
- skyscrapperPrice
- rawFee
- oneHouseFee
- twoHouseFee
- threeHouseFee
- fourHouseFee
- skyscrapperFee
- status (enum)
- group

Card Ct (JWT Guard) ← JWT in header

Player Ct (JWT Guard) ← JWT in header

Player service
- create: creates new player
- move: generates random value, check for action in card service

PlayerDTO → **Player**
- id
- nick
- money
- position
- cards
- user
- isParked
- isPrisoned

Player

JWT

id, nick   player id

DB

Auth

host — name, num of players → **Session Ct**
- session pid, player jwt

Session Ct → new session → **session service**
- connect

session service
- create: creates session, set host
- start: is_active = true
- join: creates player and joins to session
- connect: jwt authentification
- leave: rm player, pass players card to session

SessionDTO → **Session**
- pid
- name
- host (user)
- players[]
- is_active = false
- active_cards = all

player jwt   session pid user id

invite link (pid)   guest

JWT

SessionDTO
- pid: varchar
- name: varchar
- host: id
- players: id[]
- isActive: bool
- activeCards: cards[]

PlayerDTO
- id: id
- nick: varchar
- position: number
- cards: cards[]
- user: id
- isParked: bool
- isPrisoned: bool

CardDTO
- id: id
- position: number
- rawPrice: number
- deposit: number
- housePrice: number
- skyscrapperPrice: number
- rawFee: number
- oneHouseFee: number
- twoHouseFee: number
- fourHouseFee: number
- threeHouseFee: number
- fourHouseFee: number
- skyscrapperFee: number
- status: CardStatusEnum
- group: Group

GroupDTO
- type: GroupTypeEnum
- cards: []
- color: varchar

CardStatusEnum
- start
- prison
- parking
- toPrison
- game
- diceRoll
- collection
- chanse

GroupTypeEnum
- sold
- deposit
- active
- oneBuild
- twoBuilds
- threeBuilds
- fourBuilds
- skyskrapper

ChaseActionsEnum
- ....