

Profile

- + user: OneToOneField(User)
- + avatar: ImageField
- + no_game: PositiveIntegerField
- + no_win: PositiveIntegerField
- + level: PositiveIntegerField
- + tasks: OneToManyField(Task)
- + preferred_game: ChoiceField(Werewolf/Avalon)
- + waiting_time: PositiveIntegerField
- + log_verbosity: PositiveIntegerField