

Inventory
+ id: ID + user: ID + cards: array[Card] + lootBox: array[LootBox] + adStop: Object

Bonus
+ id: ID + type: enum + obtainedAt: DateTime + user: ID + usedForMatch: ID + game: ID

User
+ id: ID + inventory: ID + userName: String + email: Email + password: Password + firstName: String + lastName: String + phoneNumber: PhoneNumber + registeredAt: DateTime + lastSignIn: DateTime + isCertified: bool + isSuspended: bool + bonuses: array[Bonus] + games: array[Game]

Game
+ id: ID + admin: ID + users: array[ID] + areReady: array[ID] + step: enum[lobby, group, quart] + isInMercato: bool + isWithBonuses: bool + public: bool + prognostics: array[ID]

Match
+ id: ID + team1: ID + team2: ID + results: Object + startAt: DateTime + isOver: bool + step: enum[group, quart, demi] + phaseInfo: Object

Prognostic
+ id: ID + game: ID + match: ID + user: ID + scoreTeam1: Int + scoreTeam2: Int + success: bool

Team
+ id: ID + name: String + shortName: String + rank: Int

Composition
+ id: ID + game: ID + user: ID + teams: array[ID] + step: enum[group, quart, demi]

Sales
+ id: ID + game: ID + user: ID + selection: Object + remainingToken: Int + step: enum[group, quart, demi]