SocialNetwork domain model

Message

content *text* ∗

Conversation

recipient_id *integer*
sender_id *integer U*

User

admin *boolean*
asset_content_type *string*
asset_file_name *string*
asset_file_size *integer*
asset_updated_at *datetime*
current_sign_in_at *datetime*
current_sign_in_ip *inet*
email *string* ∗ *U*
encrypted_password *string* ∗
last_activity_at *datetime*
last_sign_in_at *datetime*
last_sign_in_ip *inet*
remember_created_at *datetime*
reset_password_sent_at *datetime*
reset_password_token *string*
sign_in_count *integer* ∗
username *string* ∗ *U*

Comment

comment *text* ∗

Post

post *text* ∗

Friendship

status *string* ∗

UserGameProperty

value *string*

Game

asset_content_type *string*
asset_file_name *string*
asset_file_size *integer*
asset_updated_at *datetime*
description *string*
name *string* ∗

UserGame

GameProperty

isclosed *boolean*
name *string* ∗

ClosedValue

value *string* ∗