game
id 🔑	**bigint**
room_id 🔗	bigint NN
status	varchar(16) NN
time_start	timestamp NN
time_end	timestamp
sb_amount	int
bb_amount	int

game_room
id 🔑	**bigint**
name	varchar(64) NN
max_players	int NN
status	varchar(16) NN
created_at	timestamp NN

room_seats
id 🔑	**bigint**
room_id 🔗	bigint NN
user_id 🔗	bigint NN
seat_number	int NN
chips	int NN
joined_at	timestamp NN
left_at	timestamp

users
id 🔑	**bigint**
email	varchar(255) NN
username	varchar(32) NN
password_hash	varchar(255) NN
created_at	timestamp NN

actions
id 🔑	**bigint**
hand_id 🔗	bigint NN
user_id 🔗	bigint NN
street	street_type E NN
action	action_type E NN
amount	int
seq	int NN
created_at	timestamp NN

messages
id 🔑	**bigint**
room_id 🔗	bigint NN
user_id 🔗	bigint NN
type	message_type E NN
content	text NN
created_at	timestamp NN

commands
id 🔑	**integer**
message_id 🔗	integer NN
name	varchar(32)
amount	integer
success	boolean NN
created_at	timestamp NN

hands
id 🔑	**bigint**
game_id 🔗	bigint NN
hand_no	int NN
dealer_seat 🔗	int NN
sb_seat	int NN
bb_seat	int NN
status	varchar(16) NN
time_start	timestamp NN
time_end	timestamp
pot_total	int NN

hand_players
id 🔑	**bigint**
hand_id 🔗	bigint NN
user_id 🔗	bigint NN
seat_number	int NN
start_chips	int NN
end_chips	int
is_folded	boolean NN

winners
id 🔑	**bigint**
hand_id 🔗	bigint NN
user_id 🔗	bigint NN
amount_won	int NN
hand_rank	int
pot_amount	int

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```
Enum action_type {
    FOLD
    CHECK
    CALL
    BET
    RAISE
    ALL_IN
}


Enum street_type {
    PREFLOP
    FLOP
    TURN
    RIVER
}



Enum message_type {
    CHAT
    SYSTEM
}
```