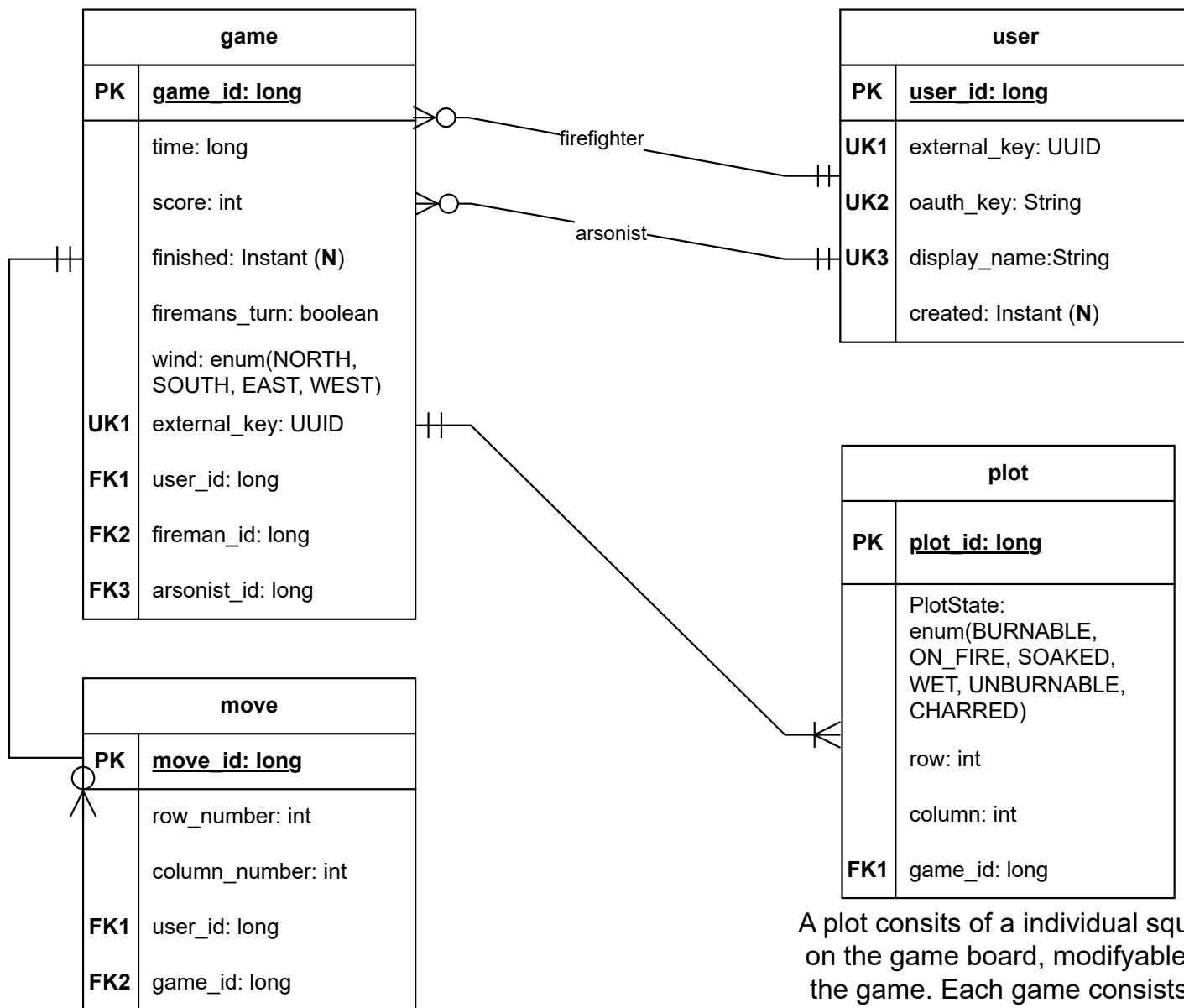Every game is associated with 0 or more users. A game consists of exactly 1 user.. Each game also consists of exactly 1 firefighter, and exactly 1 arsonist.

User profile, containing (minimally) content recieved from auth provider (e.g. Google) and possibly additional user-editable content.

game

PK	**game_id: long**
	time: long
	score: int
	finished: Instant (**N**)
	firemans_turn: boolean
	wind: enum(NORTH, SOUTH, EAST, WEST)
UK1	external_key: UUID
FK1	user_id: long
FK2	fireman_id: long
FK3	arsonist_id: long

user

PK	**user_id: long**
UK1	external_key: UUID
UK2	oauth_key: String
UK3	display_name:String
	created: Instant (**N**)

firefighter

arsonist

move

PK	**move_id: long**
	row_number: int
	column_number: int
FK1	user_id: long
FK2	game_id: long

plot

PK	**plot_id: long**
	PlotState: enum(BURNABLE, ON_FIRE, SOAKED, WET, UNBURNABLE, CHARRED)
	row: int
	column: int
FK1	game_id: long

A plot consits of a individual square on the game board, modifyable by the game. Each game consists of many plots, and each plot is associated with exactly 1 game.

Move consists of exactly one game, while game consists of 0 or more moves.