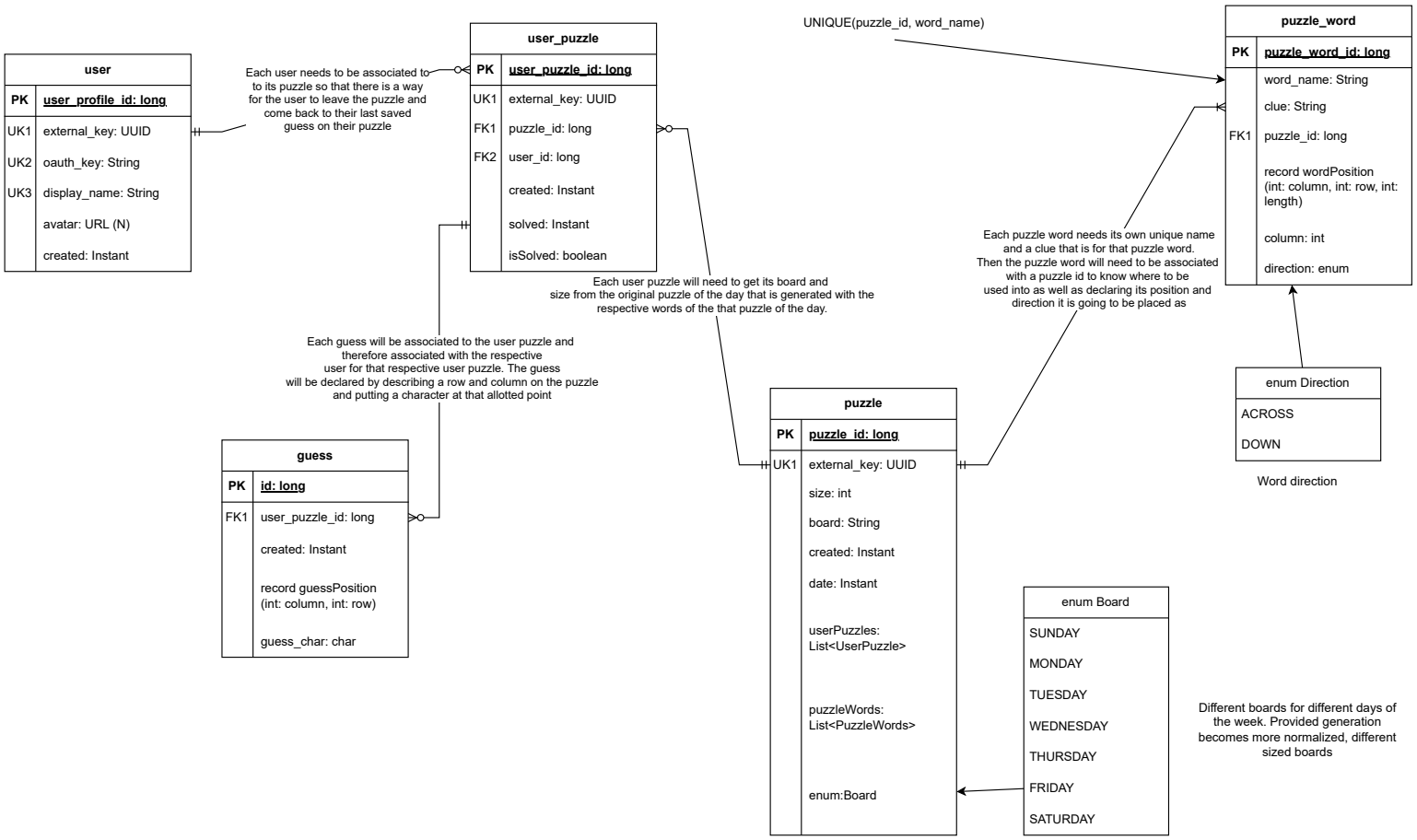
user
PK user_profile_id: long
UK1 external_key: UUID
UK2 oauth_key: String
UK3 display_name: String
avatar: URL (N)
created: Instant
Each user needs to be associated to to its puzzle so that there is a way for the user to leave the puzzle and come back to their last saved guess on their puzzle
user_puzzle
PK user_puzzle_id: long
UK1 external_key: UUID
FK1 puzzle_id: long
FK2 user_id: long
created: Instant
solved: Instant
isSolved: boolean
UNIQUE(puzzle_id, word_name)
puzzle_word
PK puzzle_word_id: long
word_name: String
clue: String
FK1 puzzle_id: long
record wordPosition (int: column, int: row, int: length)
column: int
direction: enum
Each puzzle word needs its own unique name and a clue that is for that puzzle word. Then the puzzle word will need to be associated with a puzzle id to know where to be used into as well as declaring its position and direction it is going to be placed as
Each user puzzle will need to get its board and size from the original puzzle of the day that is generated with the respective words of the that puzzle of the day.
Each guess will be associated to the user puzzle and therefore associated with the respective user for that respective user puzzle. The guess will be declared by describing a row and column on the puzzle and putting a character at that allotted point
guess
PK id: long
FK1 user_puzzle_id: long
created: Instant
record guessPosition (int: column, int: row)
guess_char: char
puzzle
PK puzzle_id: long
UK1 external_key: UUID
size: int
board: String
created: Instant
date: Instant
userPuzzles: List<UserPuzzle>
puzzleWords: List<PuzzleWords>
enum:Board
enum Direction
ACROSS
DOWN
Word direction
enum Board
SUNDAY
MONDAY
TUESDAY
WEDNESDAY
THURSDAY
FRIDAY
SATURDAY
Different boards for different days of the week. Provided generation becomes more normalized, different sized boards