user

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

user_puzzle

PK	**user_puzzle_id: long**
UK1	external_key: UUID
FK1	puzzle_id: long
FK2	user_id: long
	created: Instant
	solved: 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

Each user pu
size from the original
respective w

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	**word_id: long**
FK1	user_puzzle_id: long
	row: int
	column: int
	guess_char: char

puzzle_word

PK	puzzle_word_id: long
	word_name: String
	clue: String
FK1	puzzle_id: long
	row: int
	column: int
	direction: enum

UNIQUE(puzzle_id, word_name)

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

uzzle will need to get its board and
 puzzle of the day that is generated with the
words of the that puzzle of the day.

puzzle

PK	puzzle_id: long
UK1	external_key: UUID
	size: int
	board: String
	created: Instant