

MarkModel (id, name, icon, type, damage, hp, mana)

Team (id, name, color, createdAt)

Game (id, startedAt, initialPoints, initialDoubleAttack, maxDoubleAttack, grid-Width, gridHeight, ended, type, #team1Id, #team2Id, #winnerId)

Actions (id, type, x, y, #gameTeamId, #gameId)

Configuration (id, initialPoints, initialDoubleAttack, maxDoubleAttack, grid-Width, gridHeight)

Mark (id, damage, hp, mana, x, y, doubleAttack, #teamId, #markModelId)