Battleship domain model

Shiptype

armor *integer*∗
cannon_back *integer*∗
cannon_damage *integer*∗
cannon_l *integer*∗
cannon_w *integer*∗
name *string*∗
radar_back *integer*∗
radar_l *integer*∗
radar_w *integer*∗
size *integer*∗
speed *integer*∗
turn_index *integer*∗
turn_speed *integer*∗

Ship

ammo *integer*
direction *string*∗
health *string*
location_x *integer*∗
location_y *integer*∗
turn *integer*∗

Move

kind *string*
message *string*
pos_x *integer*
pos_y *integer*

Message

msg_body *text*
user_name *string*

Game

coral *text*
mines *text*
player_1_base *string*
player_1_coral *boolean*
player_1_ships *boolean*
player_2_base *string*
player_2_coral *boolean*
player_2_ships *boolean*

User

current_sign_in_at *datetime*
current_sign_in_ip *string*
email *string*∗
encrypted_password *string*∗
last_sign_in_at *datetime*
last_sign_in_ip *string*
losses *integer*
name *string*∗
remember_created_at *datetime*
reset_password_sent_at *datetime*
reset_password_token *string*
shotsfired *integer*
sign_in_count *integer*∗
wins *integer*

Invite