# Domain model

**Bakeru::Character**

color *string* ∗
endurance *integer* ∗
level *integer* ∗
magic *integer* ∗
name *string* ∗
strength *integer* ∗
vitality *integer* ∗
weapon *string* ∗

**Bakeru::Equipment**

**Bakeru::Inventory**

**Bakeru::Location**

template *string* ∗
tiles *jsonb* ∗

**Bakeru::Item**

data *jsonb* ∗
description *string*
name *string* ∗
weight *decimal* ∗