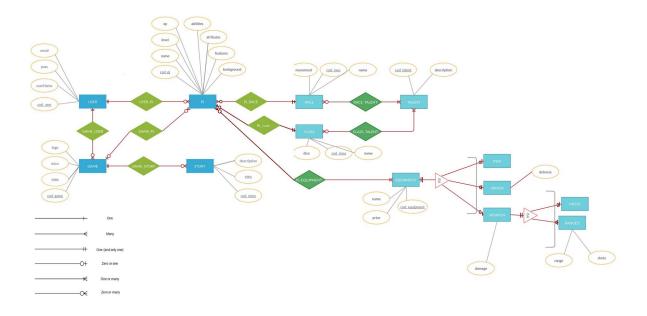
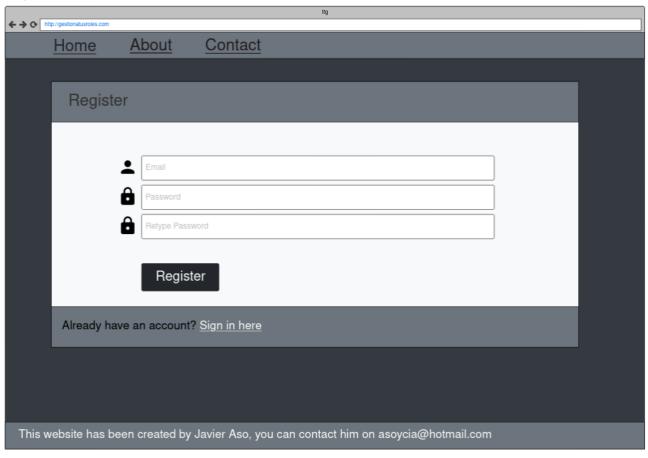
### 4. Modelado de datos

# 4.1: Diagrama E/R

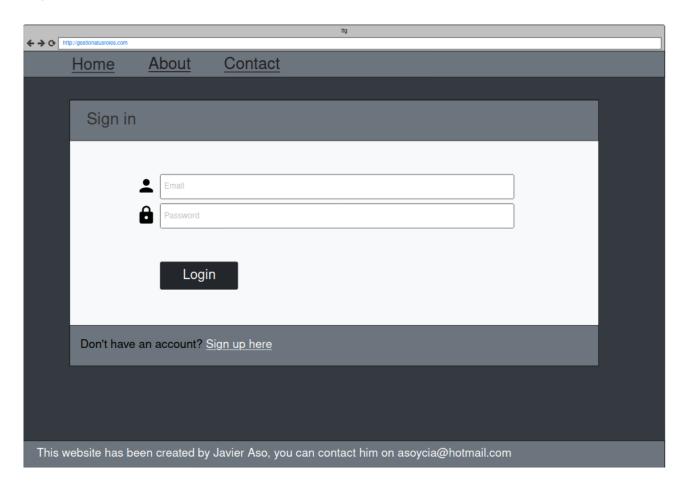


# 4.2: Mockups:

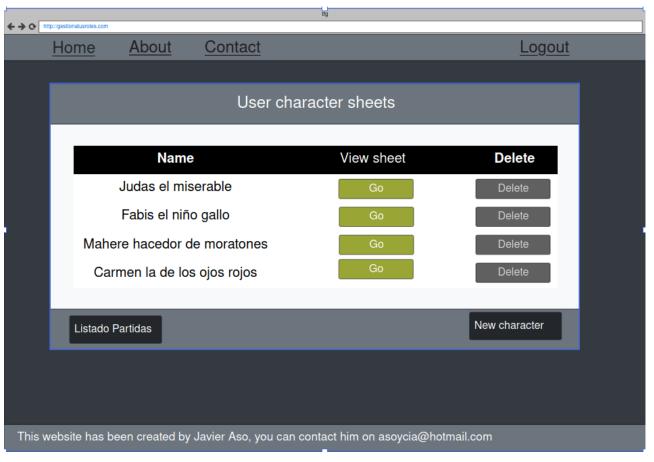
## Register:



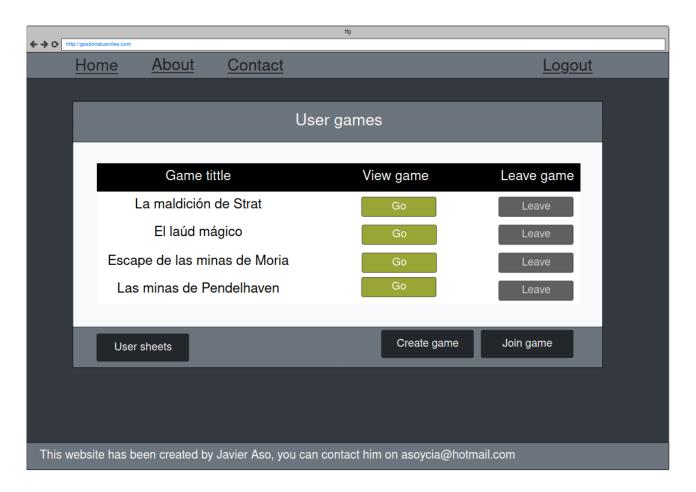
### login:



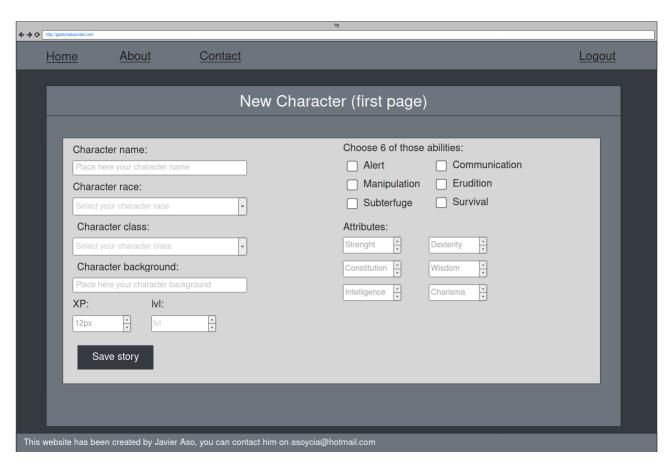
### characterSheets:



### characterGames:



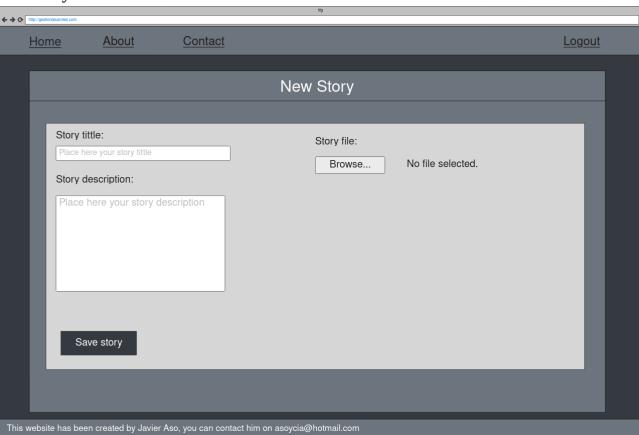
### newChar:



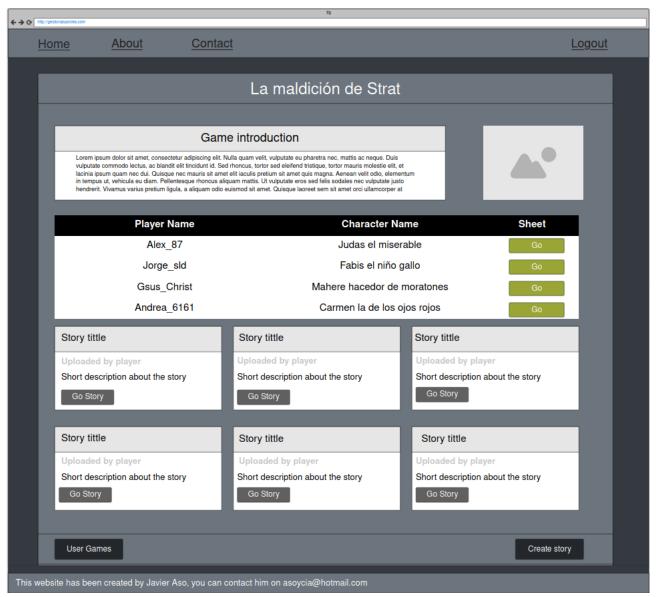
#### sheet:



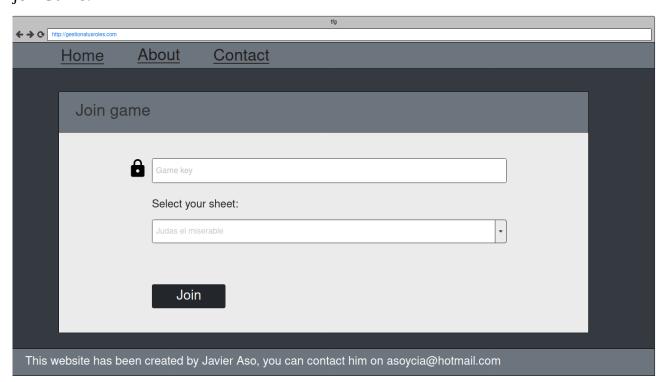
### newStory:



#### game:



### joinGame:



# 4.3: Casos de uso:

Diagrama de la HU1 y 2 (Usuario anónimo):

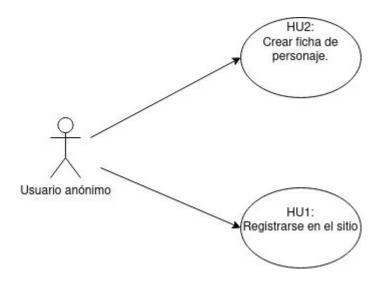
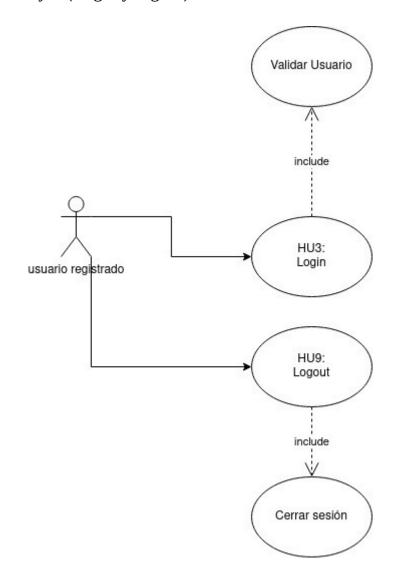
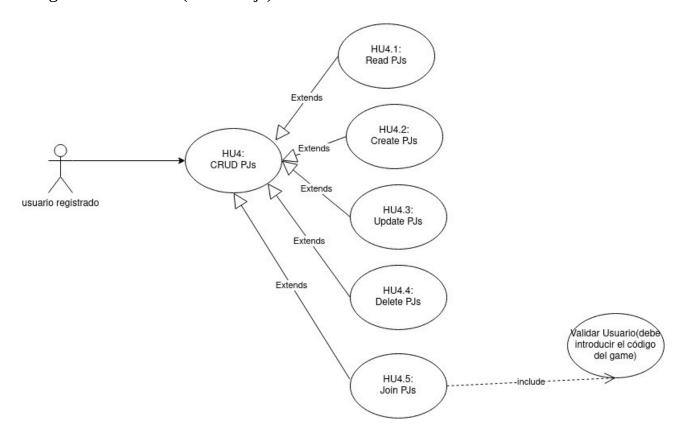


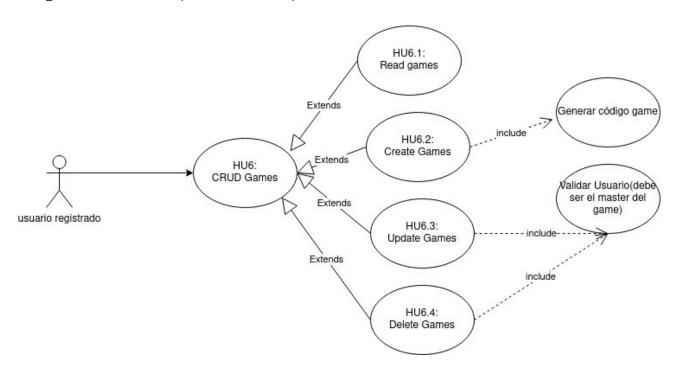
Diagrama de la HU3 y 9 (Login y logout):



## Diagrama de la HU4 (CRUD Pjs):



### Diagrama de la HU6 (CRUD Games):



# Diagrama de la HU7 y 8 (Visionado Game y añadir stories):

