PingpongWebServer domain model

Player
- image_url *string*
- name *string*
- rating_deviation *float*
- rating_skill *float*
- rfid_hash *string*

Room
- client_token *string*
- game *boolean*
- game_session_id *string*
- increment_at *datetime*
- name *string*
- player_count *integer* *
- team_a_score *integer*
- team_b_score *integer*

DailyStat
- average_loss_margin *float*
- average_win_margin *float*
- day *date*
- has_completed_aggregation *boolean*
- losses *integer*
- player_count *integer*
- total_points_scored *integer*
- total_points_scored_against *integer*
- wins *integer*

WeeklyStat
- average_loss_margin *float*
- average_win_margin *float*
- has_completed_aggregation *boolean*
- losses *integer*
- player_count *integer*
- total_points_scored *integer*
- total_points_scored_against *integer*
- week_start *date*
- wins *integer*

GameHistory
- deviation_change *float*
- game_id *integer*
- game_session_id *string*
- opponent_team_score *integer*
- player_count *integer*
- player_team_score *integer*
- skill_change *float*
- win *boolean*

RoomPlayer
- player_number *integer*
- team *string (5)*