Hearthstone domain model

Card

attack *integer*
card_class *string* ∗
card_type *string* ∗
cost *integer*
description *string*
health *integer*
name *string* ∗
rarity *string* ∗

CardDeck

quantity *integer*

User

avatar *string*
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*
realname *string*
remember_created_at *datetime*
reset_password_sent_at *datetime*
reset_password_token *string*
sign_in_count *integer* ∗
username *string* ∗

Deck

deck_type *string*
name *string* ∗

Role

name *string*

StatEntry

first *boolean*
game_mode *string*
hero *string*
opp_hero *string*
result *string*