



# InsideOut

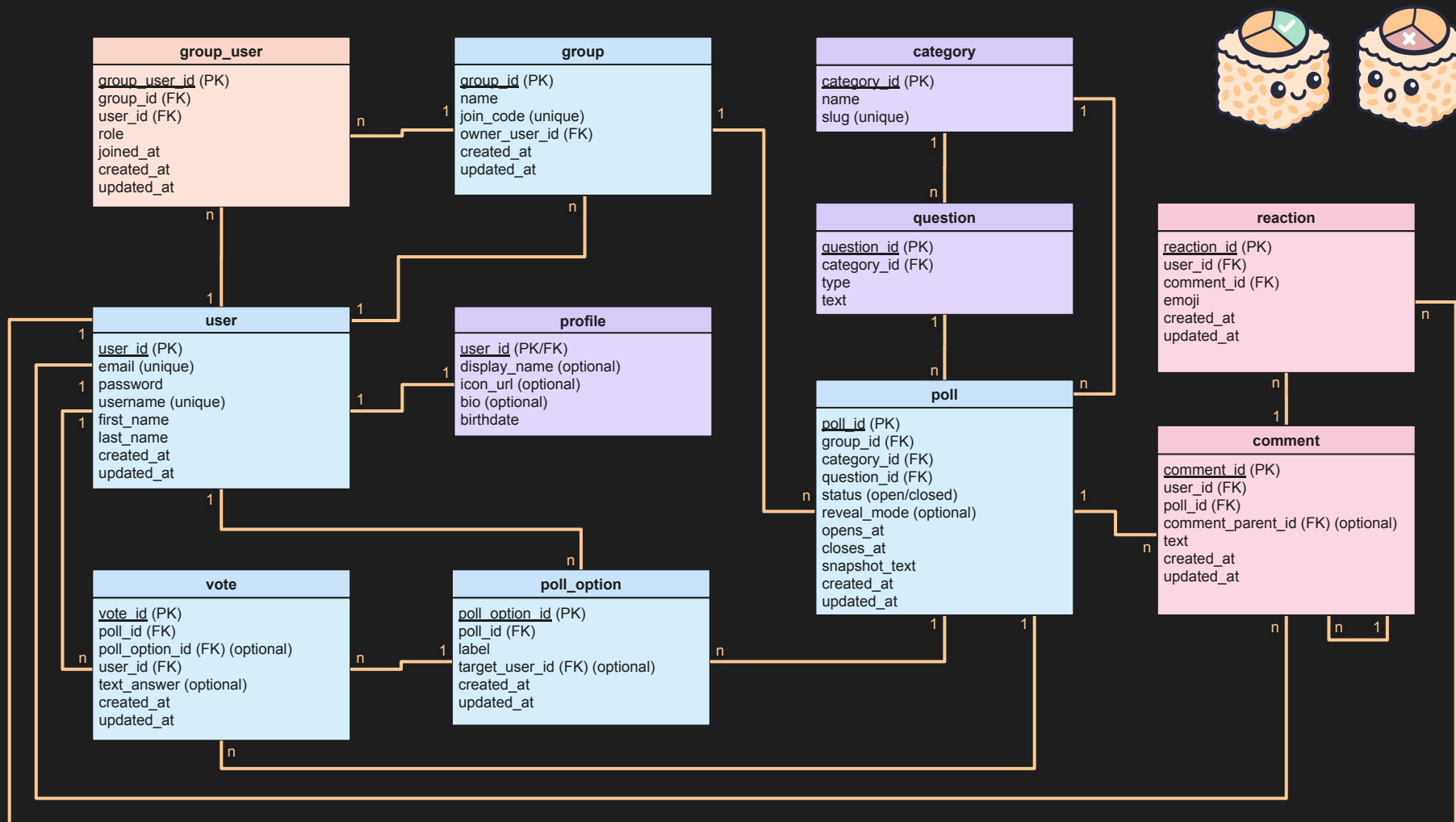
The Friends Voting Game

## ER-Diagram

### Description

InsideOut is a daily poll game designed for friend groups. First, you create a group and pick the categories you want to play with – funny, nice, savage, or random. Every day, the app generates one question per category, turning them into polls for your group. You vote on each poll, and only after you cast your answer do the results unlock, showing how everyone else voted. Each poll also has its own chat thread with replies and emoji reactions, so the fun continues long after the votes are in.

### ER-Diagram





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## Entity Attributes

### user

*Represents a registered player in the app*  
/ user\_id (PK) → unique identifier of the user  
/ email (unique) → login email  
/ password → encrypted password  
/ username (unique) → unique display name  
/ first\_name → given name  
/ last\_name → family name

### profile

*Stores optional profile information for a user*  
/ user\_id (PK/FK) → links profile to the user  
/ display\_name (optional) → alternative display name  
/ icon\_url (optional) → avatar image URL  
/ bio (optional) → short description  
/ birthdate → date of birth

### group

*Represents a friend group where polls are played*  
/ group\_id (PK) → unique group identifier  
/ name → group name  
/ join\_code (unique) → invite code for joining  
/ owner\_user\_id (FK) → user who owns the group

### group\_user

*Pivot table connecting users and groups (membership)*  
/ group\_user\_id (PK) → unique membership ID  
/ group\_id (FK) → group reference  
/ user\_id (FK) → user reference  
/ role → role of the user (eg member, admin)  
/ joined\_at → when the user joined

### category

*Defines thematic categories for questions and polls*  
/ category\_id (PK) → unique category identifier  
/ name → category name  
/ slug (unique) → short unique code

### question

*Stores template questions for polls*  
/ question\_id (PK) → unique question identifier  
/ category\_id (FK) → category reference  
/ type → type of the question (eg yes/no, most\_likely, free\_text)  
/ text → question text

### poll

*Represents a daily question instance in a group*  
/ poll\_id (PK) → unique poll identifier  
/ group\_id (FK) → group reference  
/ category\_id (FK) → category reference (snapshot)  
/ question\_id (FK) → question reference  
/ status → poll state (open or closed)  
/ reveal\_mode (optional) → when results are visible (after\_vote / after\_close)  
/ opens\_at → poll start time  
/ closes\_at → poll end time  
/ resolved\_at (optional) → when poll results are finalized  
/ snapshot\_text → copy of the question text for history

### poll\_option

*Defines the selectable answer choices for a poll*  
/ poll\_option\_id (PK) → unique option identifier  
/ poll\_id (FK) → poll reference  
/ label → text of the option  
/ target\_user\_id (FK, optional) → user referenced in "most likely" polls

### vote

*Represents a user's response to a poll*  
/ vote\_id (PK) → unique vote identifier  
/ poll\_id (FK) → poll reference  
/ poll\_option\_id (FK, optional) → chosen option (null for free text)  
/ user\_id (FK) → user who cast the vote  
/ text\_answer (optional) → free text response

### comment

*Stores chat messages and replies linked to polls*  
/ comment\_id (PK) → unique comment identifier  
/ user\_id (FK) → author of the comment  
/ poll\_id (FK) → poll reference  
/ comment\_parent\_id (FK, optional) → parent comment for replies  
/ text → comment content

### reaction

*Stores emoji reactions to comments*  
/ reaction\_id (PK) → unique reaction identifier  
/ user\_id (FK) → user who reacted  
/ comment\_id (FK) → comment reference  
/ emoji → the emoji chosen



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# Entity Relations

## user

*Represents a registered player in the app*

- / user 1 — 0..1 profile → a user may have an optional profile
- / user 1 — N group\_user → a user can join many groups
- / user 1 — N group → a user can own multiple groups
- / user 1 — N vote → a user can cast many votes
- / user 1 — 0..N poll\_option → a user can be referenced in “most likely” options
- / user 1 — N comment → a user can write many comments
- / user 1 — N reaction → a user can add many reactions

## profile

*Stores optional profile information for a user*

- / user 1 — 0..1 profile → a profile always belongs to one user

## group

*Represents a friend group where polls are played*

- / user 1 — N group → a user can own several groups
- / group 1 — N group\_user → a group can have many members
- / group 1 — N poll → a group creates many polls

## group\_user

*Pivot table connecting users and groups (membership)*

- / user 1 — N group\_user → a user can have many group memberships
- / group 1 — N group\_user → a group can have many memberships

## category

*Defines thematic categories for questions and polls*

- / category 1 — N question → a category has many questions
- / category 1 — N poll → a category can be used in many polls

## question

*Stores template questions for polls*

- / category 1 — N question → each question belongs to a category
- / question 1 — N poll → a question can spawn many polls

## poll

*Represents a daily question instance in a group*

- / group 1 — N poll → each group can have many polls
- / category 1 — N poll → each poll belongs to one category
- / question 1 — N poll → each poll is based on one question
- / poll 1 — N poll\_option → each poll has multiple options
- / poll 1 — N vote → each poll collects many votes
- / poll 1 — N comment → each poll can have many comments

## poll\_option

*Defines the selectable answer choices for a poll*

- / poll 1 — N poll\_option → each poll has several options
- / poll\_option 1 — 0..N vote → an option can be selected in many votes
- / user 1 — 0..N poll\_option → options may reference a user in “most likely” polls

## vote

*Represents a user’s response to a poll*

- / poll 1 — N vote → each poll gathers many votes
- / poll\_option 1 — 0..N vote → each option may be chosen in many votes
- / user 1 — N vote → a user can cast many votes

## comment

*Stores chat messages and replies linked to polls*

- / poll 1 — N comment → each poll can have many comments
- / user 1 — N comment → each user can write many comments
- / comment 0..1 — N comment → comments can have many replies
- / comment 1 — N reaction → comments can receive many reactions

## reaction

*Stores emoji reactions to comments*

- / comment 1 — N reaction → each comment can have many reactions
- / user 1 — N reaction → each user can add many reactions