WebApp domain model

Game

completed *integer*
diepool *string*
logged_in_users *integer*
max_users *integer*
name *string*
turn *string*

GameUser

dice *string*

User

current_sign_in_at *datetime*
current_sign_in_ip *string*
email *string* ∗ U
encrypted_password *string* ∗
last_sign_in_at *datetime*
last_sign_in_ip *string*
remember_created_at *datetime*
reset_password_sent_at *datetime*
reset_password_token *string*
sign_in_count *integer* ∗
username *string* ∗