# System UML Class Diagram

**Cantrip**

**AbilityScore**

**User**
email:string
user_name:string
password_digest:string

**SavingThrow**

**PlayerCharacter**

**Wealth**

**GameInvitation**
game_password:string

**Spell**

**ArmorShield**

**Game**
-memberName
name:string
map:string
game_history:string
game_password:string

**AttackWeapon**

**Equipment**

**Achievement**

**Skill**

**AlliesOrganization**

1 dungeonmaster
* user
receives
creates
gameinvitation
game
1 dungeonmaster
sends
* gameinvitation
* gameinvitation
related_with
1 game
1 builds
creator
* playercharacter
* cantrips
had by
1
nas
1
abilityscore
* savingthrow
1 has
1 has
wealth
1
1
1 1 1 1
1 1 1
playercharacter
playercharacter
* spells
has
* 
has
armorshield
* 
has
weapon
* 
has
equipment
plays_in
has
has
has
* skill
1 deity

## Wealth
- copper:integer
- silver:integer
- electrum:integer
- gold:integer
- platinum:integer

## AlliesOrganization
- name:string
- description:string
- symbolDnD:string

## Skill
- name:string
- modifier:integer
- is_proficient:boolean
- ability:string

## AbilityScore
- name:string
- score:integer
- modifier:integer

## SavingThrows
- name:string
- modifier:integer
- is_proficient:boolean

## AttackWeapon
- name:string
- attack_bonus:integer
- damage:string
- typeDnD:string
- cost:integer
- unit:string

## Equipment
- name:string
- weight:integer
- quantity:integer
- cost:integer
- unit:string

## User
- user_name:string
- email:string
- password_digest:string

## ArmorShield
- name:string
- disadvantage:string
- cost:integer
- unit:string

## Game
- name:string
- map:string
- game_history:string
- game_password:string

## GameInvitation
- game_password:string

## Spell
- name:string

## Cantrip
- name:string

## Achievement
- description:string

## PlayerCharacter

name:string
classDnD:string
level:int
background:string
race:string
alignment:string
experrience_points: integer
inspiration:string
proficiency_bonus:integer
armor_class:integer
initiative:integer
speed:integer
current_hit_points:integer
max_hit_points:integer
temporary_hit_points:integer
total_hit_dice:string
hit_dice:string
death_save_successess:integer
death_save_failures:integer
personality_traits:string
ideals:string
bonds:string
flaws:string
attack_description:string
passive_wisdom:string
other_proficiencies_languages:string
max_equipment_carry_capacity:integer
current_equipment_carry_capacity:integer
features_traits:string
age:int
height:integer
eyes:string
weight:integer
skin:string
hair:string
character_appearance:string
character_backstory:string
additional_features_traits:string
treasure:string
spell_casting_ability:string
spell_save_dc:string
spell_attack_bonus:string
is_available:boolean