1. User Model
   * Username
   * Password
   * Wallet Address
2. Headphones Model
   * ID
   * Attributes
     + Optimality
     + Luck
     + Comfort
     + Battery Capacity
   * Rarity
     + Classic
     + Electric
     + Solar
     + Atom
   * Blank Slot
     + 1
     + 2
     + 3
     + 4
   * Type
     + Common
     + Uncommon
     + Super Rare
     + Unique
   * Level
   * Played round
3. Rarity Model
   * Name
   * Min attribute
   * Max attribute
   * Attribute per level
   * Genesis supply
   * Mint cooldown
   * Age to mint
   * Energy to mint
4. Headphone types Model
   * Name
   * Rounds per game
   * MUSIC per energy
5. Blanks Model
   * Slot ID
   * Gems
6. Gems Model
   * Type
   * Level
   * Name
   * Gems to upgrade
   * Upgrade cost
   * Attribute
   * Awakening
   * Success Rate
7. Boxes Model
   * ID
   * Box rarity

