1. User Model
   * username: String
   * email: String
   * password: String
   * stamina: Number
   * maxStamina: Number
   * maxMUSIC: Number
   * headphones\_count: Number
   * stamina\_spend: Number
   * assets: [{
     + chain: Number
     + token: Number
     + value: Number
   * }],
   * addresses: [{
     + chain: Number
     + address: String
   * }]
2. NFT Model
   * id: Number
   * nft\_type: Number (Box:0, Headphone: 1)
   * chain: Number
   * attributes: [Number] (Optimality: 0, Luck: 1, Comfort: 2, Battery Capacity: 3)
   * level: Number
   * played\_rounds: Number
   * breed\_count: Number
   * last\_breed: Number
   * lv\_up\_cooldown: Number
   * last\_lv\_up: Number
   * rarity: “Rarity Model”
   * type: “Types Model”
   * blank\_slot: [“Blanks Model”]
3. Rarity Model
   * id: Number (Common: 0, Uncommon: 1, Super Rare: 2, Unique: 3)
   * name: String
   * min\_attr: Number
   * max\_attr: Number
   * attr\_per\_lv: Number
   * addition\_stamina: Number
4. Types Model
   * id: Number (Classic: 0, Electric: 1, Solar: 2, Atom: 3)
   * name: String
   * rounds\_per\_game: Number
   * music\_per\_stamina: Number
   * mint\_cooldown: Number
   * genesis\_supply: Number
   * age\_to\_mint: Number
   * stamina\_to\_mint: Number
5. Blanks Model
   * type: Number (Optimality: 0, Luck: 1, Comfort: 2, Battery Capacity: 3)
   * gem: “Gems Model”
6. Gems Model
   * id: Number
   * type: Number (Optimality: 0, Luck: 1, Comfort: 2, Battery Capacity: 3)
   * isUsed: Boolean
   * attributes: “Gems Level Model”
   * awakening\_points: Number
7. Gems Level Model
   * level: Number
   * name: String
   * gems\_to\_upgrade: Number
   * upgrade\_cost: Number
   * addition\_points: Number
   * awakening\_rate: Number
   * success\_rate: Number

