RspecGamedev domain model

Enemy

Player
created_at *datetime* *
current_level_id *integer*
email *string* *
game_save_id *integer*
id *integer* *
name *string* *
updated_at *datetime* *

GameSave
created_at *datetime* *
id *integer* *
level_id *integer*
player_id *integer*
updated_at *datetime* *

Character
created_at *datetime* *
enemy_level_id *integer*
id *integer* *
life *integer*
name *string*
type *string*
updated_at *datetime* *

Level
created_at *datetime* *
farmer_id *integer*
id *integer* *
name *string*
number_of_items_to_collect *integer*
recipient_id *integer*
total_time *time*
updated_at *datetime* *

Item
created_at *datetime* *
id *integer* *
level_id *integer*
name *string*
status *string*
type *string*
updated_at *datetime* *

Life

Corn

LevelItem
created_at *datetime* *
id *integer* *
item_id *integer*
itemnable_id *integer*
itemnable_type *string*
level_id *integer*
updated_at *datetime* *

Farmer

Itemnable

Recipient
created_at *datetime* *
farmer_id *integer*
id *integer* *
level_id *integer*
updated_at *datetime* *