GamingNightTracker domain model

GameSystem
- competitive *boolean*
- edition *string*
- game_config *jsonb*
- has_armies *boolean*
- has_army_lists *boolean*
- name *string* 🔑
- slug *string* 🔑 *U*
- type *string*

GamingGroup
- name *string* 🔑

User
- admin *boolean*
- email *string* 🔑
- encrypted_password *string* 🔑
- firstname *string*
- invitation_accepted_at *datetime (6,0)*
- invitation_created_at *datetime (6,0)*
- invitation_limit *integer*
- invitation_sent_at *datetime (6,0)*
- invitation_token *string*
- invitations_count *integer*
- invited_by_id *uuid FK*
- invited_by_type *string*
- nickname *string*
- password_migration_digest *string*
- remember_created_at *datetime (6,0)*
- reset_password_sent_at *datetime (6,0)*
- reset_password_token *string*
- surname *string*

Campaign
- game_system_id *uuid* 🔑 *FK*
- gaming_group_id *uuid* 🔑 *FK*
- name *string* 🔑

GamingSession
- gaming_group_id *uuid* 🔑 *FK*
- notes *jsonb*
- start_time *datetime (6,0)* 🔑

Team
- gaming_group_id *uuid* 🔑 *FK*
- name *string* 🔑

Army
- game_system_id *uuid* 🔑 *FK*
- name *string*
- user_id *uuid* 🔑 *FK*

Game
- campaign_id *uuid FK*
- data *jsonb*
- finish_reason *string*
- game_state *integer*
- game_system_id *uuid* 🔑 *FK*
- gaming_session_id *uuid* 🔑 *FK*
- notes *jsonb*

TeamMember
- team_id *uuid* 🔑 *FK*
- user_id *uuid* 🔑 *FK*

UserGroupMembership
- gaming_group_id *uuid* 🔑 *FK*
- owner *boolean*
- user_id *uuid* 🔑 *FK*

ArmyList
- army_id *uuid* 🔑 *FK*
- cost *integer*
- details *jsonb*
- name *string*

Player
- controller_id *uuid FK*
- controller_type *string*
- game_data *jsonb*
- game_id *uuid* 🔑 *FK*
- notes *jsonb*
- result *integer*
- surrendered *boolean*

PlayerArmy
- army_id *uuid* 🔑 *FK*
- army_list_id *uuid FK*
- player_id *uuid* 🔑 *FK*