Anr domain model

Player
- active *boolean* *
- authentication_token *string*
- bye_game_points *integer* *
- bye_prestiges *integer* *
- confirmation_sent_at *datetime*
- confirmation_token *string*
- confirmed_at *datetime*
- current_sign_in_at *datetime*
- current_sign_in_ip *string*
- email *string* *
- encrypted_password *string* *
- failed_attempts *integer*
- game_points *integer* *
- last_sign_in_at *datetime*
- last_sign_in_ip *string*
- locked_at *datetime*
- login *string*
- matches *integer* *
- matches_with_bye *integer* *
- name *string* *
- prestiges *integer* *
- rating *float* *
- remember_created_at *datetime*
- reset_password_sent_at *datetime*
- reset_password_token *string*
- sign_in_count *integer*
- tournaments *integer* *
- unconfirmed_email *string*
- unlock_token *string*
- username *string* *

PlayerService
- provider *string* *
- uemail *string* *
- uid *string* *
- uname *string* *

Country
- iso *string (2)* *
- iso3 *string (3)* *
- name *string (80)* *
- numcode *integer* *
- printable_name *string (80)* *

Participant
- active *boolean* *
- bye_game_points *integer*
- bye_prestiges *integer*
- drop *boolean* *
- game_points *integer* *
- head_to_head *integer* *
- matches *integer* *
- name *string* *
- obtained_bye *boolean* *
- ogw *float* *
- omw *float* *
- pgw *float* *
- place *integer* *
- pmw *float* *
- points_strength *integer* *
- prestige_strength *integer* *
- prestiges *integer* *
- rating *float* *
- rating_scores *float* *

Delayed::Backend::ActiveRecord::Job
- attempts *integer*
- failed_at *datetime*
- handler *text*
- last_error *text*
- locked_at *datetime*
- locked_by *string*
- priority *integer*
- queue *string*
- run_at *datetime*

Result
- corp_game_points *integer*
- prestige *integer*
- rating_score *float* *
- runner_game_points *integer*

Organizer
- active *boolean* *
- authentication_token *string*
- boost_limit_per_tournament *integer* *
- boost_tank_current_amount *integer* *
- boost_tank_full_limit *integer* *
- confirmation_sent_at *datetime*
- confirmation_token *string*
- confirmed_at *datetime*
- current_sign_in_at *datetime*
- current_sign_in_ip *string*
- email *string* *
- encrypted_password *string* *
- failed_attempts *integer*
- last_sign_in_at *datetime*
- last_sign_in_ip *string*
- locked_at *datetime*
- name *string* *
- remember_created_at *datetime*
- reset_password_sent_at *datetime*
- reset_password_token *string*
- sign_in_count *integer*
- time_zone *string* *
- unconfirmed_email *string*
- unlock_token *string*
- username *string*

Tournament
- active *boolean* *
- description *text*
- end *datetime*
- flag *boolean* *
- name *string* *
- rating_boost *integer* *
- rating_multiplier *integer* *
- start *datetime*
- state *string* *
- time_zone *string* *

Round
- action *string* *
- end *datetime*
- number *integer* *
- scheduling_type *string* *
- start *datetime*
- state *string* *

Schedule
- table *integer* *

OrganizerService
- provider *string* *
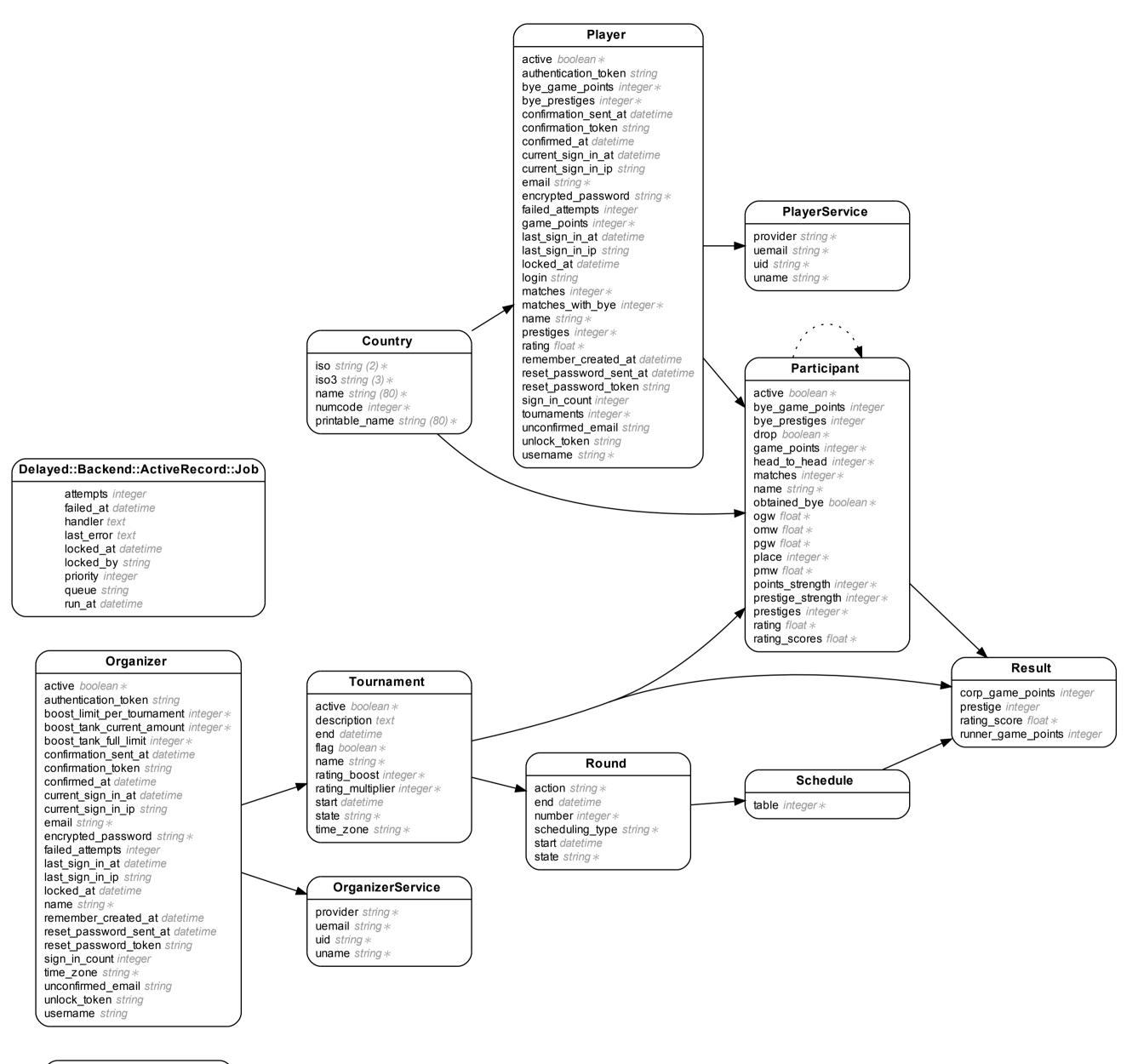- uemail *string* *
- uid *string* *
- uname *string* *

Admin
- active *boolean* *
- authentication_token *string*
- confirmation_sent_at *datetime*
- confirmation_token *string*
- confirmed_at *datetime*
- current_sign_in_at *datetime*
- current_sign_in_ip *string*
- email *string* *
- encrypted_password *string* *
- failed_attempts *integer*
- last_sign_in_at *datetime*
- last_sign_in_ip *string*
- locked_at *datetime*
- name *string* *
- remember_created_at *datetime*
- reset_password_sent_at *datetime*
- reset_password_token *string*
- sign_in_count *integer*
- unconfirmed_email *string*
- unlock_token *string*