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* ∗

CompetitorRelation
- game_points *integer* ∗
- matches *integer* ∗
- net_rating *float* ∗
- prestiges *integer* ∗

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

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*

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* ∗
- status *string*

Organizer
- 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*
- 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* ∗
- scheduling_type *string* ∗
- start *datetime*
- state *string* ∗
- time_zone *string* ∗

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

Schedule
- table *integer* ∗

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