Plunder domain model

Game
- name *string*
- num_players *integer*
- player_turn *integer*
- start_count *integer*
- state *string*
- turn *integer*

User
- current_game *integer*
- name *string* * U
- password_digest *string* *

Deck

Card
- category *string* *
- color *string*
- value *integer*

Player
- captured_ships *integer*
- ready *boolean*
- score *integer*
- valid_moves *boolean*
- winner *boolean*

Board

DeckCard

HandCard

Merchant
- lead_cannons *integer*
- leader *integer*

Pirate