# Database structure

cards

|  |  |  |
| --- | --- | --- |
| **field name** | **remarks** | **example value** |
| num | unique id of this pair of words | 1 |
| a | first word in pair | shoes |
| b | second word in pair | socks |

rooms

|  |  |  |
| --- | --- | --- |
| **field name** | **remarks** | **example value** |
| roomId |  |  |
| totalCount |  |  |
| antiCount |  |  |
| blankCount |  |  |
| hasStarted |  |  |
| firstTurn |  |  |
| currentTurn |  |  |
| currentCount |  |  |
| votes |  |  |
| usersWithMostVotes |  |  |
| users |  |  |

rooms -> users

|  |  |  |
| --- | --- | --- |
| **field name** | **remarks** | **example value** |
| name |  |  |
| role |  |  |
| card |  |  |
| isHost |  |  |
| isOut |  |  |
| hasVoted |  |  |

# When to end game and who wins?

* when alive users > 2 and all alive users have same role, that role wins
* when alive users = 2
  + if there is blank alive, that blank wins
  + if there is anti alive, antis win