

1. Event - Used to record an event that will be made up of rounds and games. Will be entered by administrator
 - a. title: String
 - b. startDate: Date
 - c. endDate: Date
 - d. match: Match

2. Match - Used to record the result of games and rounds
 - a. opposingSchool: String
 - b. league: String
 - c. victory: Boolean
 - d. singles: Boolean
 - e. round: Round

3. Round - Each game is part of a set of games called a round
 - a. game: Game

4. Game - Used to record data about the results of an individual game played. Will be entered by players/stat
 - a. playerName: Player
 - b. opponentName: String
 - c. playerCharacter: Character Enum
 - d. opponentCharacter: Character Enum
 - e. Stage: Stage Enum
 - f. stocksRemaining: Integer
 - g. stocksTaken: Integer
 - h. submitted: Date
 - i. submittedBy: User

5. User - Login information about a user, handled by SpringSecurity
 - a. username: String
 - b. password: String
 - c. enabled: boolean
 - d. accountExpired: boolean
 - e. accountLocked: boolean
 - f. passwordExpired: boolean

6. Player - Player information and stats, will be expanded if there's time
 - a. name: String
 - b. photo: Data[]

7. Role - information about roles, handled by SpringSecurity
 - a. authority: String

8. UserRoles - Users and the roles associated with them, Used by SpringSecurity