* Player
  + PlayerName - String (max:25 min: 2)
  + Passcode- String (max:25 min:4)
  + Money - integer(max:99,999,999 min:0)
  + Private\_Messsages - Strings(max: 300 min:1)
  + Private\_Chat\_System - Strings(max: 300 min:1)
* Administrator
  + AdminName - String (max:25 min: 2)
  + Passcode - String (max:25 min: 4)
* Oversees
* Fleet
  + ID - String (max:25 min: 2)
* Cargo\_Ship
  + ID - String (max:25 min: 2)
  + Resources - integer(max:500,000 min:0)
  + Weapons - integer(max:1000 min:1)
  + Upgrades - integer(max:1000 min:1)
* Cruiser
  + ID - String (max:25 min: 2)
  + Resources - integer(max:500,000 min:0)
  + Weapons - integer(max:1000 min:1)
  + Upgrades - integer(max:1000 min:1)
* Shipyard
  + ID - String (max:25 min: 2)
  + Cost\_Of\_Building - integer(max:1,000,000 min:0)
* Mine
  + ID - String (max:25 min: 2)
  + Cost\_Of\_Building - integer(max:1,000,000 min:0)
* Factory
  + ID - String (max:25 min: 2)
  + Cost\_Of\_Building - integer(max:1,000,000 min:0)
* Research\_Center
  + ID - String (max:25 min: 2)
  + Cost\_Of\_Building - integer(max:1,000,000 min:0)
  + Current\_Research\_Level - integer(max:1000 min:1)
* Cartel\_Group
  + CartelName - String (max:25 min: 2)
  + Resources - integer(max:500,000,000 min:0)
  + MessageBoard - Strings(max: 300 min:1)
* ChatSystem
  + Private\_Chat\_System - Strings(max: 300 min:1)
* Planet
  + ID - String (max:25 min: 2)
  + Baubles - integer(max:99,999,999 min:0)
  + Resources - integer(max:99,999,999 min:0)
  + X\_Coordinate - real number(max:1,000,000 min: -1,000,000)
  + Y\_Coordinate - real number(max:1,000,000 min: -1,000,000)
  + Z\_Coordinate - real number(max:1,000,000 min: -1,000,000)