











CASTLE		
P	*	CASTLE_NAME VARCHAR2 (26 BYTE)
 CASTLE_PK (CASTLE_NAME)		




USER		
P	*	USER_NAME VARCHAR2 (26 BYTE)
 USER_PK (USER_NAME)		

PROPERTIES		
P	*	PROPERTY_NAME VARCHAR2 (26 BYTE)
 PROPERTIES_PK (PROPERTY_NAME)		

UNIT_CASTLE		
PF	*	UNIT_NAME VARCHAR2 (26 BYTE)
PF	*	CASTLE_NAME VARCHAR2 (26 BYTE)
 UNIT_CASTLE_PK (UNIT_NAME, CASTLE_NAME)		
 UNIT_CASTLE_FK (CASTLE_NAME)		
 UNIT_CASTLE_UNIT_FK (UNIT_NAME)		

FAV_UNIT		
PF	*	USER_NAME VARCHAR2 (26 BYTE)
PF	*	UNIT_NAME VARCHAR2 (26 BYTE)
 FAV_UNIT_PK (USER_NAME, UNIT_NAME)		
 FAV_UNIT_USER_FK (USER_NAME)		
 FAV_UNIT_UNIT_FK (UNIT_NAME)		

UNIT		
P	*	UNIT_NAME VARCHAR2 (26 BYTE)
 UNIT_PK (UNIT_NAME)		

UNIT_PROPERTY		
PF	*	UNIT_NAME VARCHAR2 (26 BYTE)
PF	*	PROPERTY_NAME VARCHAR2 (26 BYTE)
		PROPERTY_VALUE VARCHAR2 (26 BYTE)
 UNIT_PROPERTY_PK (UNIT_NAME, PROPERTY_NAME)		
 UNIT_PROPERTY_UNIT_FK (UNIT_NAME)		
 UNIT_PROPERTY_PROPERTIES_FK (PROPERTY_NAME)		

