GoalsSkills

Id 🔑	integer	NN
GoalId	integer	NN
SkillId	integer	NN

Goals

Id 🔑	integer	NN
Description	varchar(200)	NN
Deadline	datetime	
StatusId	integer	NN
DificultyId	integer	
CreatedAt	datetime	NN
UpdatedAt	datetime	

Users

Id 🔑	integer	NN
GoalId	integer	NN
FirstName	nvarchar(50)	NN
LastName	nvarchar(50)	NN
UserDataId	integer	NN

Skills

Id 🔑	integer	NN
Name	varchar(50)	NN
Description	varchar(200)	NN
CategoryId	integer	NN
CreatedAt	datetime	NN
UpdatedAt	datetime	

Status

Id 🔑	integer	NN
Description	GoalsStatus E	NN

UserData

Id 🔑	integer	NN
Email	nvarchar(100)	NN
Password	nvarchar(200)	NN

Categories

Id 🔑	integer	NN
Name	varchar(50)	NN
Description	varchar(200)	NN

Dificulty

Id 🔑	integer	NN
Description	Dificulty E	NN

GoalsSkills

Id 🔑	integer	NN
GoalId	integer	NN
SkillId	integer	NN

Goals

Id 🔑	integer	NN
Description	varchar(200)	NN
Deadline	datetime	
StatusId	integer	NN
DificultyId	integer	
CreatedAt	datetime	NN
UpdatedAt	datetime	

Users

Id 🔑	integer	NN
GoalId	integer	NN
FirstName	nvarchar(50)	NN
LastName	nvarchar(50)	NN
UserDataId	integer	NN

Skills

Id 🔑	integer	NN
Name	varchar(50)	NN
Description	varchar(200)	NN
CategoryId	integer	NN
CreatedAt	datetime	NN
UpdatedAt	datetime	

Status

Id 🔑	integer	NN
Description	GoalsStatus E	NN

UserData

Id 🔑	integer	NN
Email	nvarchar(100)	NN
Password	nvarchar(200)	NN

Categories

Id 🔑	integer	NN
Name	varchar(50)	NN
Description	varchar(200)	NN

Dificulty

Id 🔑	integer	NN
Description	Dificulty E	NN

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```
Enum GoalsStatus {
    Completed
    In Progress
}


Enum Dificulty {
    Very Easy
    Easy
    Normal
    Hard
    Very Hard
}
```