

$Pokemon(\underline{id\_pokedex}, \underline{\underline{name}}_{notnull}, height, weight, capture\_rate, rarity, sprite, \underline{\underline{id\_generation}}_{Generation})$

$Generation(\underline{id\_generation}, gen\_number, region)$

$Ability(\underline{id\_ability}, \underline{\underline{name}}_{notnull}, is\_hidden)$

$HaveAbility(\underline{\underline{id\_pokemon}}_{Pokemon}, \underline{\underline{id\_ability}}_{Ability})$

$PokemonGo(\underline{id\_pokemon\_go}, \underline{\underline{id\_pokemon}}_{Pokemon}, raid\_exclusive, max\_cp, buddy\_distance, candy\_to\_evolve, capture\_rate, flee\_rate)$

$Shiny(\underline{id\_shiny}, \underline{\underline{id\_pokemon}}_{PokemonGo}, egg, raid, wild, sprite)$

$BaseGoStats(\underline{id\_stats\_go}, \underline{\underline{id\_pokemon}}_{PokemonGo}, stamina, defense, attack)$

$GoMove(\underline{id\_move}, category, \underline{\underline{name}}_{notnull}, power, \underline{\underline{id\_type}}_{Type})$

$GoLearn(\underline{\underline{id\_pokemon}}_{PokemonGo}, \underline{\underline{id\_move}}_{GoMove})$

$Evolves(\underline{\underline{original\_form}}_{Pokemon}, \underline{\underline{evolution}}_{Pokemon})$

$BaseStats(\underline{id\_stats}, \underline{\underline{id\_pokemon}}_{Pokemon}, hp, attack, defense, sp\_attack, sp\_defense, speed)$

$Move(\underline{id\_move}, \underline{\underline{name}}_{notnull}, accuracy, class, power, pp, \underline{\underline{id\_type}}_{Type})$

$LearnMove(\underline{\underline{id\_pokemon}}_{Pokemon}, \underline{\underline{id\_move}}_{Move})$

$Type(\underline{id\_type}, \underline{\underline{name}}_{notnull})$

$TypeRelations(\underline{\underline{id\_type\_stronger}}_{Type}, \underline{\underline{id\_type\_weaker}}_{Type}, multiplier)$