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

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

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

$HaveAbility(\overline{\overline{\underline{id\_pokemon}}}^{Pokemon}, \overline{\overline{\underline{id\_ability}}}^{Ability}, is\_hidden)$

$PokemonGo(\underline{id\_pokemon\_go}, \overline{\overline{\underline{id\_pokemon}}}^{Pokemon}_{notnull}, raid\_exclusive, max\_cp, buddy\_distance, candy\_to\_evolve)$

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

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

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

$Class(\underline{id\_class}, \underline{\underline{type}}_{notnull})$

$Move(\underline{id\_move}, \underline{\underline{name}}_{notnull}, accuracy, \overline{\overline{id\_class}}^{Class}, power, pp, \overline{\overline{id\_type}}^{Type})$

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

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

$TypeRelations(\overline{\overline{\underline{id\_type\_attacker}}}^{Type}, \overline{\overline{\underline{id\_type\_defender}}}^{Type}, multiplier)$

$is\_of\_type(\overline{\overline{\underline{id\_pokemon}}}^{Pokemon}, \overline{\overline{\underline{id\_type}}}^{Type})$