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

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

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

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

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

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

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

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

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

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

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

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

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

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