**CREATE TABLE Pokemon**

**(**

**IdPokémon int**

**PRIMARY KEY,**

**Nome varchar(100) NOT NULL,**

**Nivel int NOT NULL,**

**Tipo varchar(100) NOT NULL,**

**HP int,**

**EXP int,**

**Ataques varchar(100) NOT NULL,**

**Sexo varchar(100),**

**Capturado boolean NOT NULL**

**);**

**CREATE TABLE Jogador**

**(**

**IdJogador int**

**PRIMARY KEY,**

**Nome varchar(100) NOT NULL,**

**Sexo varchar(100) NOT NULL,**

**Dinheiro int,**

**TempoJogado int,**

**Insígnias int**

**);**

**CREATE TABLE Pokedex**

**(**

**NoPokedex int NOT NULL**

**PRIMARY KEY,**

**Nome varchar(100) NOT NULL,**

**Tipo varchar(100) NOT NULL,**

**IdPokémon int NOT NULL,**

**CONSTRAINT Pokedex\_Pokemon\_IdPokémon\_fk**

**FOREIGN KEY (IdPokémon) REFERENCES Pokemon (IdPokémon),**

**IdJogador int,**

**CONSTRAINT Pokedex\_Jogador\_IdJogador\_fk**

**FOREIGN KEY (IdJogador) REFERENCES Jogador (IdJogador),**

**Localização varchar(100)**

**);**

**CREATE TABLE Configurações**

**(**

**Volume int NOT NULL,**

**Controles varchar(100) NOT NULL,**

**VelocidadeTexto int NOT NULL,**

**IdJogador int NOT NULL,**

**CONSTRAINT Configurações\_Jogador\_IdJogador\_fk**

**FOREIGN KEY (IdJogador) REFERENCES Jogador (IdJogador)**

**);**

**CREATE TABLE Bag**

**(**

**CodBag int NOT NULL**

**PRIMARY KEY,**

**IdJogador int NOT NULL,**

**CONSTRAINT Bag\_Jogador\_IdJogador\_fk**

**FOREIGN KEY (IdJogador) REFERENCES Jogador (IdJogador)**

**);**

**CREATE TABLE Itens**

**(**

**CodItem int NOT NULL**

**PRIMARY KEY,**

**Nome varchar(100) NOT NULL,**

**Quantidade int NOT NULL ,**

**CodBag int NOT NULL,**

**CONSTRAINT Itens\_Bag\_CodBag\_fk**

**FOREIGN KEY (CodBag) REFERENCES Bag (CodBag)**

**);**

**CREATE TABLE Pokebolas**

**(**

**CodItem int NOT NULL**

**PRIMARY KEY,**

**Nome varchar(100) NOT NULL,**

**Quantidade int NOT NULL ,**

**CodBag int NOT NULL,**

**CONSTRAINT Itens\_Bag\_CodBag\_fk**

**FOREIGN KEY (CodBag) REFERENCES Bag (CodBag)**

**);**

**CREATE TABLE Itens\_Chave**

**(**

**CodItem int NOT NULL**

**PRIMARY KEY,**

**Nome varchar(100) NOT NULL,**

**Quantidade int NOT NULL ,**

**CodBag int NOT NULL,**

**CONSTRAINT Itens\_Bag\_CodBag\_fk**

**FOREIGN KEY (CodBag) REFERENCES Bag (CodBag)**

**);**

**CREATE TABLE TM\_HM**

**(**

**Numero int NOT NULL**

**PRIMARY KEY,**

**Nome varchar(100) NOT NULL,**

**CodBag int NOT NULL,**

**CONSTRAINT Itens\_Bag\_CodBag\_fk**

**FOREIGN KEY (CodBag) REFERENCES Bag (CodBag)**

**);**

**CREATE TABLE Boxes**

**(**

**IdJogador int,**

**CONSTRAINT Boxes\_Jogador\_IdJogador\_fk**

**FOREIGN KEY (IdJogador) REFERENCES Jogador (IdJogador),**

**NoBox int,**

**Posição int,**

**IdPokémon int NOT NULL,**

**CONSTRAINT Boxes\_Pokemon\_IdPokémon\_fk**

**FOREIGN KEY (IdPokémon) REFERENCES Pokemon (IdPokémon)**

**);**

**CREATE TABLE Party**

**(**

**Posição int NOT NULL,**

**IdPokémon int NOT NULL,**

**CONSTRAINT Party\_Pokemon\_IdPokemon\_fk**

**FOREIGN KEY (IdPokémon) REFERENCES Pokemon (IdPokémon)**

**IdJogador int,**

**CONSTRAINT Party\_Jogador\_IdJogador\_fk**

**FOREIGN KEY (IdJogador) REFERENCES Jogador (IdJogador)**

**IdNPC int,**

**CONSTRAINT Party\_NPC\_IdNPC\_fk**

**FOREIGN KEY (IdNPC) REFERENCES Pokemon (IdNPC)**

**);**

**CREATE TABLE NPC**

**(**

**IdNPC int NOT NULL**

**PRIMARY KEY,**

**Nome varchar(100) NOT NULL**

**);**

**CREATE TABLE Ginasio**

**(**

**Tipo varchar(100) NOT NULL**

**PRIMARY KEY,**

**IdNPC int,**

**CONSTRAINT Ginasio\_NPC\_IdNPC\_fk**

**FOREIGN KEY (IdNPC) REFERENCES NPC (IdNPC)**

**);**