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| LogIn |
| <<PK>> Email: Variable Character {size = 350}  Password: Character {size = 250}  ConfirmPassword: Character {size = 250}  CreatedDate: date  LastModifiedDate: date  failedLoginAttempts: int  Status: tinyint |

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| Customers |
| <<PK>> CustomerID: int increment  <<FK>> Email: Variable Character {references = LogIn}  FirstName: Character {size = 150}  LastName: Character {size = 150}  Street: Character {size = 250}  City: Character {size = 200}  Province: Character {size = 100}  PostalCode: Character {size = 10}  DateOfBirth: date  PhoneNumber: Character {size = 10}  Hobbies: Character {size = 350}  Occupation: Character {size = 300} |

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| --- |
| Contact |
| <<PK>> ContactID: int increment  <<FK>> CustomerID: int {references = Customers}  FirstName: Character {size = 150}  LastName: Character {size = 150}  PhoneNumber: Character {size = 10}  Email: Variable Character {size = 350}  Relationship: Character {size = 150} |

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| Staff |
| <<PK>> StaffID: int increment  <<FK>> Email: Variable Character {size = 350}  FirstName: Character {size = 150}  LastName: Character {size = 150}  PhoneNumber: Character {size = 10}  Years\_Of\_Experience: int |

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| Role |
| <<PK>> RoleID: int increment  RoleName: Character {size = 150}  Description: Character {size = 255}  <<FK>> CreatedBy: int {references = Staff} |

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| Staff\_Role |
| <<PK>> StaffRoleID: int increment  <<FK>> StaffID: {references = Staff}  <<FK>> RoleID: {references = Role} |

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| Schedule |
| <<PK>> CalenderID: int increment  <<FK>> StaffID: int {references = Staff}  AppointmentDate: date  AppointmentStartTime: time  AppointmentEndTime: time  TotalNumberOfParticipants: int  Status: tinyint |

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| Appointment |
| <<PK>> BookingID: int increment  <<FK>> CustomerID: int {references = Customer}  <<FK>> CalenderID: int {references = Schedule}  FirstName: Character {size = 150}  LastName: Character {size = 150}  Email: Character {size = 350}  WaiverSigned: BIT  Witness: Character {size = 300}  Status: Character {size = 50} |

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| Areas\_Of\_Concern |
| <<PK>> ID: int increment  <<FK>> BookingID: int {references = Appointment}  Arms: BIT  Chest: BIT  Feet: BIT  Head: BIT  Hip: BIT  Knees: BIT  Legs: BIT  Neck: BIT |

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| Intake\_Form |
| <<PK>> IntakeFormID: int increment  <<FK>> CustomerID: int {references = Customers}  <<FK>> BookingID: int {references = Appointment}  Injuries: Character {size = 350}  HealthConcerns: Character {size = 350}  Goals: text  YogaInterests: text  RatePhysicalActivity: int  RateStress: int  Comfortable\_Self\_Assessment: int  Practice\_Self\_Assessment: int  Health\_Conditions\_Recently\_Past: text  Concerns\_Hopes\_Goals\_Anticipations: text |

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| Interests |
| <<PK>> InterestID: int  InterestDesc: Variable Character {size = 250}  CreatedDate: date  LastModifiedDate: date |

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| --- |
| Goals |
| <<PK>> GoalsID: int increment  GoalDescription: Characters {size = 300}  CreatedDate: date  LastModifiedDate: date |

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| --- |
| GoalsInterests |
| <<PK>> ID: int increment  <<FK>> GoalsID: int  <<FK>> InterestID: int  <<FK>> BookingID: int |