

VisualObject																
Id	Ownerid	PositionX	PositionY	PositionZ	RotationX	RotationY	RotationZ	ScaleX	ScaleY	ScaleZ	DimensionX	DimensionY	DimensionZ	PrefabId	MaterialId	IsActive
PK	FK(VisualObject(Id))													FK(Prefab(Id))	FK(Material(Id))	

Building	
Id	
PK(FK(VisualObject(Id)))	

Button							
Id	DisplayMessage	DestinationPositionX	DestinationPositionY	DestinationPositionZ	DestinationRotationX	DestinationRotationY	DestinationRotationZ
PK(FK(VisualObject(Id)))							

Door									
Id	DisplayMessage	TeleportPositionX	TeleportPositionY	TeleportPositionZ	TeleportRotationX	TeleportRotationY	TeleportRotationZ	ChangeOfScene	SceneNumber
PK(FK(VisualObject(Id)))									

Collectible			
Id	SceneId	ValuePoints	CollectorId
PK(FK(VisualObject(Id)))	FK(Scene(Id))		PK(FK(User(Username)))

Label	
Id	DisplayMessage
PK(FK(VisualObject(Id)))	

Material	
Id	
FK	

Prefab	
Id	Type
FK	

Scene	
Id	
FK	

Server				
Ip	Port	MaxClients	AllowRemoteConnections	SceneId
PK	PK			FK(Scene(Id))

User					
Username	CurrentProfile	Email	Sex	Score	isDeleted
PK	FK(Profile)				

Avatar			
AvatarID	AvatarIcon	NameModel	isDeleted
PK			

Profile			
ProfileID	AvatarID	Speed	isDeleted
PK	FK(Avatar)		

ProfileUser	
ProfileID	UserName
PK(FK(Profile(ProfileID)))	PK(FK(User(Username)))

Permission		
PermissionID	Description	isDeleted
PK		

PermissionProfile	
ProfileID	PermissionID
PK(FK(Profile(ProfileID)))	PK(FK(Permission(PermissionID)))

Room	
Id	
PK(FK(VisualObject))	

Furniture	
Id	Prefab
PK(FK(VisualObject))	

Whiteboard		
Id	BoardColor	FrameColor
PK(FK(Furniture))		

Terrain	
Id	
PK(FK(VisualObject))	

Boundarie	
Id	
PK(FK(VisualObject))	

Road	
Id	
PK(FK(VisualObject))	

Tree	
Id	
PK(FK(VisualObject))	

Cinema	
Id	
PK(FK(VisualObject))	

Teams
Los Futbolitos
Takis
Agiles
Turbix