

Champion
- id:int - name:String - rol:String - title:String - location:String - icon:String - wallpaper:String
+ crear(Array) + actualizar(Array, Champion) + pagCrear() + eliminar(Champion) + listaUserAdmin() + listaUserNormal() + informacionIndividual(Champion) + ordenarAlfabeticamente() + editarInfo(Champion)

Hability
- id:int - name:String - description:String - icon:String
+ principal() + listar() + create(Array) + crear() + upgrade(Array, Hability) + eliminar(Hability) + informacionIndividual(Hability) + editarInfo(Hability)

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User
- id:int - name:String - password:String - icon:String - type:String - email:String - email_verified_at:String
+ informacionIndividual(Int) + principal() + listar() + eliminar(Int)

Object
- id:int - name:String - price:int - description:String - type:String - icon:String - subtype:String
+ actualizar() + pagCrear() + eliminar(Object) + listaUserAdmin() + editarInfo(Object) + informacionIndividual(Object) + listaUserNormalOrderByTwo(String, String) + listaUserNormalOrderBySubtype(String) + listaUserNormalOrderByType(String) + listaUserNormal() + arraySubtype() + arrayType()

Rune
- id:int - name:String - type:String - row:int
+ crear(Array) + actualizar(Array, Rune) + pagCrear() + eliminar(Rune) + listaUserAdmin() + listaUserNormal() + informacionIndividual(Rune) + ordenarAlfabeticamente() + editarInfo(Rune)