game (idG, identifier, dimension, created_at, #idT)

team (idT, name, color, #idG)

coordinates (idCo, cordX, cordY, ruin, #idM, #idG)

coordinates (idMi, #idA, #type, #idM, #idM_morpion)

actiontypes (type)

action (idA, #idG, #idT)

placement (idPl, #idA, #idCo)

attack (idAt, #idA, bonus, #idM, #idM_morpion)

armageddon (idAm, #idA, #idCo, #idM, #idM_morpion)

morpion (idM, health, damage, mana, bonus, class, #idT)

compositions (idT, name, color)

sample (idM, health, damage, mana, bonus, class)

belongs (idB, idT, idM)