

COMPANY(id, name, alias, abbreviation, deck, description, fateFounded, locationAdress, phone, website)

PLATFORM(id, name, alias, abbreviation, deck, description, installationBase, releaseDate, onlineSupport, originalPrice, #idCompany)

GAME(id, name, alias, deck, description, expectedReleaseDate, originalReleaseDate, createdAt, updatedAt)

THEME(id, name)

GENRE(id, name)

GAME_RATING(id, name, #idRatingBoard)

RATING_BOARD(id, name, deck, description)

CHARACTER(id, name, realName, lastName, alias, birthday, gender, deck, description, createdAt, updatedAt, #idGame)

PUBLISHERS(#idCompany, #idGame)

DEVELOPERS(#idCompany, #idGame)

A_POUR_THEME(#idTheme, #idGame)

A_POUR_GENRE(#idGenre, #idGame)

APPEARS_IN(#idGame, #idCharacter)

FRIENDS(#idCharacter1, #idCharacter2)

ENEMIES(#idCharacter1, #idCharacter2)

ORIGINAL_GAME_RATINGS(#idGame, #idGameRating)

PLAYABLE_ON(#idGame, #idPlatform)