**Destination-**

**Must\_see (of a destination)-**

**Restaurants-**

**Airlines-**

**Flights (links airlines and destination which is an n:m relationship)-**

**Rating-**

**Member**

**Friend\_list for each member that lists other members as friends**

Bucket\_list (want\_to\_go)

Recommendation

**Hotels-**

**Recommended\_items (items to bring to a location)**

**Item list**

**Highlight\_list (list to match selected highlights to a rating)**

**Highlights (options such as castles, great food, music, art etc.)**

* **Destination**
  + Recommends a **must\_see place=============maybe not**
  + Is reached by a **flight**
    - Each fight is run by an **airline**
  + Has one best **hotels (rated by most users)**
  + has one best **food\_type (rated by most users)**
  + Has **recommended\_item**s
    - Each **item** can be recommended many times
  + Is rated by many **rating**
* **Rating**
  + Contains a **highlight\_list**
  + **Highlight\_list** contains **highlights**
* **Member**
  + Has one **friend\_list**
    - Each **member** can be on many **friend\_list**
  + Has one **want\_to\_go** list
    - Destinations appear on many **Want\_to\_go** lists
  + Has many **recommended\_destinations**
    - Each **recommended­\_destination** is for a single member

Rating could contain a **Total spent** attribute

Ask users how much they spent at a destination on their **rating**

what **hotel** did they stay at?

What **airline** did they fly with?