

Turn	
PK	<u>IdTurn int NOT NULL</u>
	Time date NOT NULL
FK1	IdRound int NOT NULL

Round	
PK	<u>IdRoud int NOT NULL</u>
	Points int NOT NULL
FK1	IdGame int NOT NULL

Cards	
PK	<u>IdCarsd int NOT NULL</u>
	Name Char(50) NOT NULL
	Displacement int NOT NULL
	Power decimal(10,2) NOT NULL
	Torque decimal(10,2) NOT NULL
	Speed int NOT NULL
	Model int NOT NULL
	NumberCylinders int NOT NULL
	Photo Char(50) NOT NULL

Game	
PK	<u>IdGame int NOT NULL</u>
	Time date NOT NULL
	Status bool NOT NULL
FK1	IdRoomPlayers int NOT NULL
FK2	IdMazo int NOT NULL

RoomPlayer	
PK	<u>IdRoomPlayer int NOT NULL</u>
	NamePlayers char(50) NOT NULL
	Avatar char(50)
FK1	IdPlayers int NOT NULL

Mazo	
PK	<u>IdMazo int NOT NULL</u>
	Quantity int NOT NULL
FK1	IdCards int NOT NULL

Players	
PK	<u>IdPlayers int NOT NULL</u>
	QuantityPlayers int NOT NULL

