

Diagram illustrating the database structure for a game, showing five tables: Pais, Avatar, Nivel, Color, and Resultado. Each table has a primary key (PK) and a foreign key (FK) relationship with the Resultado table.

| Pais | |
|------|--------|
| PK | idPais |
| | nombre |

| Avatar | |
|--------|----------|
| PK | idAvatar |
| | nombre |

| Nivel | |
|-------|---------|
| PK | idNivel |
| | nombre |

| Color | |
|-------|---------|
| PK | idColor |
| | nombre |

| Resultado | |
|-----------|-------------|
| PK | idResultado |
| | nombre |

| Partida | |
|---------|-------------|
| PK | idPartida |
| | fecha |
| FK | idNivel |
| FK | idPais |
| FK | idAvatar |
| FK | idColor |
| FK | idResultado |