**관계형 데이터 모델**

* PLAYER

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | X | Z | UsingSkill | money |

* Inventory

|  |  |  |  |
| --- | --- | --- | --- |
| **PlayerName** | Music scroll | Music scroll count | Skill |

* PlayerSkill

|  |  |  |  |
| --- | --- | --- | --- |
| **PlayerName** | Skill1 | Skill2 | Skill3 |

* Skill

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | Price | Damage | CoolTime |

* Music

|  |  |
| --- | --- |
| **Name** | Price |

* MMR

|  |  |
| --- | --- |
| **PlayerName** | MMR |

* Clear Info

|  |  |  |
| --- | --- | --- |
| **PlayerName** | MapName | ClearScore |