

GROUND
PK GROUND_ID NUMBER NOT NULL
NAME VARCHAR2(15)
SCORE_INFL NUMBER(3,2) NOT NULL

PFIELDS
PK FIELD_ID NUMBER NOT NULL
FK1 GROUND_ID NUMBER NOT NULL
LOWX NUMBER(2) CHECK (LOWX>=0) NOT NULL
LOWY NUMBER(2) CHECK (LOWY>=0) NOT NULL
HIX NUMBER(2) CHECK (HIX<=50) NOT NULL
HIY NUMBER(2) CHECK (HIY<=50) NOT NULL
MAP NUMBER NOT NULL

PATHS
PK PATH_ID NUMBER NOT NULL
STARTX NUMBER(2) NOT NULL
STARTY NUMBER(2) NOT NULL
ENDX NUMBER(2) NOT NULL
ENDY NUMBER(2) NOT NULL

SLOPE
PK SLOPE_ID NUMBER NOT NULL
NAME VARCHAR2(20)
SCORE_INFL NUMBER(3,2) NOT NULL

STYPE
PK TYPE_ID NUMBER(1) NOT NULL
NAME VARCHAR2(15) NOT NULL
SCORE_INFL NUMBER(3,2) NOT NULL

BOOTS
PK BOOT_ID NUMBER(1) NOT NULL
NAME VARCHAR2(20) NOT NULL
SCORE_INFL NUMBER(3,2) NOT NULL

SCORE
PK SCORE_ID NUMBER(2) NOT NULL
FK1 BOOT_ID NUMBER(1) NOT NULL
PLAYER VARCHAR2(15) NOT NULL
SCORE NUMBER(7,2) NOT NULL
DISTANCE NUMBER(10) NOT NULL

SPAWN
PK SPAWN_ID NUMBER NOT NULL
FK1 TYPE_ID NUMBER(1) NOT NULL
X NUMBER(2) NOT NULL
Y NUMBER(2) NOT NULL