Players (player\_id, player\_name, email, password, city\_id)

Cities (city\_id, city\_name, population)

Populations (npc\_id, npc\_name, city\_id, house\_id, house\_name, job\_id, job\_name, adventure\_id)

Buildings (building\_id, level, type)

Markets (offer\_id, player\_id, market\_id, give\_name, receive\_name)

Adventures (adventure\_id, adventure\_name, present\_name)

Players (player\_id, player\_name, email, password, city\_id, inventoryList, HP)

Cities (city\_id, city\_name, population)

Residents (npc\_id, npc\_name, city\_id, building\_id, job\_name, quest\_id)

Buildings (building\_id, building\_name, level, type)

Markets (offer\_id, player\_id, material\_name, priceMaterial\_name)

Quest (quest\_id, quest\_name, description)

QuestImprovement (quest\_id, player\_id, IsCompleted)

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| --- | --- | --- | --- |
| **Alapanyagok (Itemek)** | | | **Épület típusok** |
| **Szerzsámok** | **Armor** | **Nyersanyagok** |
| * Csákány * Kard * Lándzsa * Kapa   A nyersanyag alapján van többfajta mindegyikből | * Sisak * Páncél * Nadrág * Cipő   A nyersanyag alapján van többfajta mindegyikből | * Kő * Fa * Szén * Vas * Réz * Arany * Gyémánt | * Kovács * Farmer * Bányász * Favágó * Katonák |