RCharacter (

    id

    nom

    nom\_rai

    prenom

pseudo

naissance

genre

deck

description

game\_id

date\_crea

date\_modif )

RCompany (

    id\_compagny

nom\_compagny

pseudo\_compagny

abb\_compagny

deck

description\_compagny

date\_fondation

addresse\_compagny

ville\_compagny

region\_compagny

pays\_compagny

tel\_compagny

website\_compagny

date\_crea\_compagny

date\_modif\_compagny )

REnemies (

    id\_enemy1

id\_enemy2 )

RFriend (

    id\_friend1

id\_friend2 )

RGame (

    id\_game

name

alias

deck

      description

expected\_release\_day

expected\_release\_month

expected\_release\_quarter

expected\_release\_year

original\_release\_date

reated\_at

updated\_at )

RGame2character (

game\_id

character\_id )

RGame2genre (

game\_id

genre\_id )

RGame2platform (

game\_id

platform\_id )

RGame2rating (

game\_id

rating\_id )

RGame2theme (

game\_id

theme\_id )

RGame\_developers (

game\_id

comp\_id )

Rgame\_publishers (

game\_id

comp\_id )

RGame\_rating (

     id

     name

     rating\_board\_id )

RGenre (

id

name

deck

description) 

Rplateforme( id\_plateforme, name, alias, abbreviation, deck, description, c\_id, installation\_base, data\_sortie, support\_en\_ligne, prix\_original, created\_at, updated\_at)

Rorganisme\_classif(  id\_org, name\_org, deck\_org, description\_org);

Rjeuxsimilaire ( jeu1\_id,  jeu2\_id);

Rtheme (  id \_theme, name\_theme) ;