1. First we are going to cover the **Player** entity, in which all its connections are going to be one to many, this way in the other entities will choose from many players Id to recognize who are we dealing with.
2. For the Inventory we are going to have the most connections since it's where you store all your cards and decks, it's connections are many to one since it can have many different cards, such as different decks, for different players.
3. The Cards are the most connected entity, since we are going to send the PK to most places, this way we know what cards we are looking at (all of the connections are one to many since we have many cards to look at).
   3.1. In the hand connection we can see what card can we play
   3.2. Active card receive the information of what pokemon card are we playing with
   3.3. Bank receive what pokemons we have placed (if we have any)
   3.4. Rewards need to know what card are we flipping after defeating enemies pokemon
   3.5. Discard needs the information of thar cards we have used, or discard
   3.6. Deck needs to know what cards we chose for the battles
4. Flip entity is to know what player is going to start the match, it sends the player´s id that wins to the turn entity
5. Turn entity will manage which player needs to do a move, this way the battle will have an order.
6. Finally the Match entity will need a player id to know what player won, and which deck he/she used