**MODELO RELACIONAL**

Map = { mapID }

HaveMapRegion = { mapID, coordinates }

Region = { coordinates\*¹, biome, monument, dangerLevel }

Biomes = { biomesID\*², coordinates\*¹, resourceAbundance, resourceAvailability, type, climate\*³ }

Flora = { biomes\*², flora }

Fauna = { biomes\*², fauna }

Climate = { climateID\*³, temperature, event, statusEffect, visibility }

Characters = { charactersID\*⁴, name, position, gatherYield, characterModel, health, speed, visibility, climate\*³, type }

EnterCombatCharacters = { enterCombatCharactersID\*⁵, firstCharacter\*⁴, secondCharacter\*⁴ }

CombatLog = { enterCombatCharacters\*⁵, indexLog, log }

PlayerCharacters = { charactersID\*⁴, comfort, wet, radiation, oxygen, hydration, poisoned, temperature, hunger, coldResistance, type, equipedItems1, equipedItems2, equipedItems3, equipedItems4, equipedItems5 }

RecruitableCharacters = { charactersID\*⁴, specialization, recruited, loyalty }

MainCharacter = { charactersID\*⁴, owner\*⁶ }

RespawmLocation = { ownerID\*⁶, description, timer, X, Y }

NPCs = { charactersID\*⁴, isAgressive, aggroRange, enemyGrade, type }

Animals = { charactersID\*⁴, sound, modelType }

Scientists = { charactersID\*⁴, hasDialogue }

DialogueText = { character\*⁴, dialogue }

Items = { id, stackSize, ingredients, lootGrade, name, type, quantity, durability, craftable }

Weapons = { armsDamage, legDamage, chestDamage, headDamage, range }

Melee = { canBeThrown, fleshGatherRate, oreGatherRate, treeGatherRate }

Ranged = { recoil, attackRange, amnoCapacity, modSlots, fireMode, fireRate, accuracyModifier }

Consumables = { instantHeal, healOverTime, hidrationYield, bleedingYield, radiationYield, poisonYield, hungerYield, hungerYield, vomitChance }

Teas = { statusUpgradeType, upgradePercentage }

Clothing = { coldResistance, radResistance, explosionResistance, meleeResistance, rangedResistance, biteResistance, equipmentSlot, wetResistance }

Components = { }

Resources = { isPrimary, isProcessed }

ResourceNodes = { nodeType, maxYield, durabilityDamage }

Monuments = { monumentSize, lootGrade, enemyGrade, regions, name }

Structures = { }

LootCrates = { grade, quantityOfItems }

Party = { capacity }

Backpack = { ownerID, availableSlots, slot, totalSlots }