**MODELO RELACIONAL**

Map = { mapID }

Region = { coordinates, biome, monument, dangerLevel }

Biomes = { resourceAbundance, resourceAvailability, type, fauna, climate, flora }

Climate = { temperature, event, statusEffect, visibility }

Characters = { id, name, position, gatherYield, characterModel, health, speed, visibility }

PlayerCharacters = { equipedItems, comfort, wet, radiation, oxygen, hydration, poisoned, temperature, hunger, coldResistance }

RecruitableCharacters = { specialization, recruited, loyalty }

MainCharacter = { }

RespawmLocation = { ownerID, description, timer, X, Y }

NPCs = { isAgressive, aggroRange, enemyGrade }

Animals = { sound, modelType }

Scientists = { hasDialogue, dialogueText }

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 }