**MODELO RELACIONAL**

Map = { mapID }

HaveMapRegion = { mapID, coordinates }

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

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, item }

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, backpack\*¹³ }

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 = { itemsID\*⁷, stackSize, lootGrade\*⁸, name, type, quantity, durability, craftable, type, backpack\*¹³ }

Ingredients = { items\*⁷, lootGrade\*⁸, ingredient }

DropCharactersItems = { dropCharactersItemsID, item\*⁷, lootGrade\*⁸, character\*⁴ }

PlayerCharacters Craft Generates Item

Weapons = { itemsID\*⁷, armsDamage, legDamage, chestDamage, headDamage, range, type }

Melee = { itemsID\*⁷, canBeThrown, fleshGatherRate, oreGatherRate, treeGatherRate }

Ranged = { itemsID\*⁷. recoil, attackRange, amnoCapacity, modSlots, fireMode, fireRate, accuracyModifier }

Consumables = { itemsID\*⁷, instantHeal, healOverTime, hidrationYield, bleedingYield, radiationYield, poisonYield, hungerYield, hungerYield, vomitChance, type }

Teas = { itemsID\*⁷, statusUpgradeType, upgradePercentage }

Clothing = { itemsID\*⁷, coldResistance, radResistance, explosionResistance, meleeResistance, rangedResistance, biteResistance, equipmentSlot, wetResistance }

Components = { itemsID\*⁷ }

Resources = { itemsID\*⁷, isPrimary, isProcessed }

WeaponsAreComposedOfComponentsResources = { weapons\*⁷, components\*⁷, resouces\*⁷ }

ConsumablesAreComposedOfComponentsResources = { consumables\*⁷, components\*⁷, resouces\*⁷ }

ClothingAreComposedOfComponentsResources = { clothing\*⁷, components\*⁷, resouces\*⁷ }

ResourceNodes = { resourceNodesID\*⁹, nodeType, maxYield, durabilityDamage, biomes\*² }

ResourceNodesGenerateItems = { resourceNodes\*⁹, item\*⁷ }

Monuments = { name\*¹º, monumentSize, lootGrade, enemyGrade, regions }

Structures = { structureID\*¹¹ , monument\*¹º }

LootCrates = { lootCratesID\*¹², grade, quantityOfItems }

StructuresContainsLootCrates = { structure\*¹¹, lootCrates\*¹² }

Party = { capacity }

Backpack = { ownerID\*¹³, availableSlots, slot1, slot2, slot3, slot4, slot5, totalSlots }