pokemon			pokemon_element	
PK	id_pokemon INT AUTO_INCREMENT		₩ PK,FK1	pokemon_id INT NOT NULL
	pokemon_name VARCHAR(255) NOT NULL		PK,FK2	element_id INT NOT NULL
	total INT NOT NULL		PK,FK3	element_number INT
	hp INT NOT NULL			
	attack INT NOT NULL			
	defense INT NOT NULL			
	speed INT NOT NULL			
	speed_attack INT NOT NULL			
	speed_defense INT NOT NULL			element
	generation INT NOT NULL	PK	<u>id_element</u>	INT AUTO_INCREMENT
	legendary VARCHAR(255) NOT NULL		element_de	esc VARCHAR(255) NOT NULL