| pokemon | | | | pokemon_element | | |
|---------|------------------------------------|----------|------|-----------------|--------------------------|--------------|
| PK | id_pokemon INT AUTO_INCREMENT | — | K | PK,FK1 | pokemon_id INT NOT NULL | |
| | pokemon_name VARCHAR(255) NOT NULL | | | PK,FK2 | element_id INT NOT NULL | - |
| | total INT NOT NULL | | | | 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 i | id_element | INT AUTO_INCREMENT | — |
| | legendary BOOLEAN NOT NULL | | | element_de | sc VARCHAR(255) NOT NULL | |