## Entity List

1. Town
2. ~~Park~~
3. ~~Court~~
4. Equipment
5. Caretaker
6. ~~Player~~
7. Instructor
8. Session
9. Booking
10. Maintenance Record
11. Recommendation

## Relationships:

1. **Town** has many **Parks**.
2. **Park** contains many **Courts**.
3. **Court** is associated with many **Equipment**.
4. **Caretaker** is responsible for maintaining **Parks** and **Courts**.
5. **Player** can book **Sessions**.
6. **Instructor** can conduct **Sessions**.
7. **Session** can be of different **PlayingSessionType**.
8. **Booking** is associated with a **Player** and a **Session**.
9. **Recommendation** is made by a **Player** to another **Player**.
10. **MaintenanceRecord** is associated with a **Court** or an **Equipment**.