ENTITIES

Digimon:

Attributes:

* Id (PK)
* Name(String)
* Tier (FK“Tier”)
* Type(FK”Type”)
* Attribute(FK “Attribute”)
* SpecialMove: Array[String]//SpecialMove will be a class in the future

Tier:

Attributes:

* Id(PK)
* Name (String)
* Level(int)

Type:

Attributes:

* Id(PK)
* Tittle(String)

Attribute:

Attributes:

* Id(PK)
* Name(String)
* Weak(FK”Attribute”)
* Strong(FK”Attribute”)