**Time**（Time\_id, Time\_timespan）

**Unit** ( Unit\_id, Unit\_name, Unit\_HP, Unit\_ATK, Unit\_location, #Time\_id )

**Profession** ( Profession\_id, Profession\_name, Profession\_HP, Profession\_ATK

Profession\_ActionPoint, Profession\_weightbearing, Profession\_price

Profession\_ characteristics )

**Player** ( #Player\_id, Player\_status, Player\_name, Player\_EnergyPoint

Player\_ActionPoint, Player\_weightbearing, Player\_money, #Profession\_id )

**Item** ( Item\_id, Item\_name, Item\_price, Item\_weight, Item\_uses\_count

Item\_description )

**BagItem** ( BagItem\_id, BagItem\_Remaining\_count, #Item\_id, #Player\_id )

**Animaltype** ( Animaltype\_id, Animaltype\_name, Animaltype\_HP, Animaltype\_ATK )

**Animal** ( #Animal\_id, Animal\_hitrate, Animal\_terrain, #Animaltype\_id )

**MapElement** ( Element\_id, Element\_name, Element\_location )

**Treasure** ( #Treasure\_id, Treasure\_state )

**Record** ( #Time\_id, #Treasure\_id, Time\_discovery )

**Monster** ( #Monster\_id , #Treasure\_id )

**Terrain** ( #Terrain\_id, Terrain\_travespeed, Terrain\_Combat\_effectiveness

Terrain\_animal\_quantity, Terrain\_prize\_quantity , #Animal\_id )

**Prize** ( #Prize\_id, Prize\_reward )

**Obstacle** ( #Obstacle\_id )

