

asteroids	
name	TEXT NOT NULL
image	TEXT NOT NULL
imageWidth	INTEGER NOT NULL
imageHeight	INTEGER NOT NULL
type	TEXT NOT NULL

mainBodies	
cannonAttach	INTEGER NOT NULL
engineAttach	INTEGER NOT NULL
extraAttach	INTEGER NOT NULL
image	TEXT NOT NULL
imageWidth	INTEGER NOT NULL
imageHeight	INTEGER NOT NULL

extraParts	
attachPoint	INTEGER NOT NULL
image	TEXT NOT NULL
imageWidth	INTEGER NOT NULL
imageHeight	INTEGER NOT NULL

engines	
baseSpeed	INTEGER NOT NULL
baseTurnRate	INTEGER NOT NULL
attachPoint	INTEGER NOT NULL
image	TEXT NOT NULL
imageWidth	INTEGER NOT NULL
imageHeight	INTEGER NOT NULL

powerCores	
cannonBoost	INTEGER NOT NULL
engineBoost	INTEGER NOT NULL
image	TEXT NOT NULL

levelObjects	
position	TEXT NOT NULL
objectId	INTEGER NOT NULL
scale	INTEGER NOT NULL
level	INTEGER NOT NULL, FOREIGN KEY

cannons	
attachPoint	INTEGER NOT NULL
emitPoint	INTEGER NOT NULL
image	TEXT NOT NULL
imageWidth	INTEGER NOT NULL
imageHeight	INTEGER NOT NULL
attachImage	TEXT NOT NULL
attachImageWidth	INTEGER NOT NULL
attachImageHeight	INTEGER NOT NULL
attackSound	TEXT NOT NULL
damage	INTEGER NOT NULL

levelAsteroids	
number	INTEGER NOT NULL
asteroidId	INTEGER NOT NULL
level	INTEGER NOT NULL, FOREIGN KEY

levels	
number	INTEGER NOT NULL PRIMARY KEY
title	TEXT NOT NULL
hint	TEXT NOT NULL
width	INTEGER NOT NULL
height	INTEGER NOT NULL
music	TEXT NOT NULL

