```sql
DROP TABLE IF EXISTS asteroids
DROP TABLE IF EXISTS levels
DROP TABLE IF EXISTS levelObjects
DROP TABLE IF EXISTS levelAsteroids
DROP TABLE IF EXISTS mainBodies
DROP TABLE IF EXISTS cannons
DROP TABLE IF EXISTS extraParts
DROP TABLE IF EXISTS engines
DROP TABLE IF EXISTS powerCores


CREATE TABLE asteroids
(
        name TEXT NOT NULL PRIMARY KEY AUTOINCREMENT,
        image TEXT NOT NULL,
        imageWidth INTEGER NOT NULL,
        imageHeight INTEGER NOT NULL,
        type TEXT NOT NULL

);

CREATE TABLE levels
(
        number INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,
        title TEXT NOT NULL,
        hint TEXT NOT NULL,
        width INTEGER NOT NULL,
        height INTEGER NOT NULL,
        music TEXT NOT NULL,

);

CREATE TABLE levelObjects
(
        position TEXT NOT NULL,
        objectId INTEGER NOT NULL,
        scale INTEGER NOT NULL
        level INTEGER NOT NULL,
        FOREIGN KEY (level) REFERENCES levels(number)

);

CREATE TABLE levelAsteroids
(
        number INTEGER NOT NULL,
        asteroidId INTEGER NOT NULL
        level INTEGER NOT NULL,
        FOREIGN KEY (level) REFERENCES levels(number)
```

```
);

CREATE TABLE 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,

);

CREATE TABLE cannons
(
        attachPoint INTEGER NOT NULL,
        emitPoint INTEGER NOT NULL,
        image TEXT NOT NULL,
        imageWidth INTEGER NOT NULL,
        imageHeight INTEGER NOT NULL,
        attackImage TEXT NOT NULL,
        attackImageWidth INTEGER NOT NULL,
        attackImageHeight INTEGER NOT NULL,
        attackSound TEXT NOT NULL,
        damage INTEGER NOT NULL,

);


CREATE TABLE extraParts
(
        attachPoint INTEGER NOT NULL,
        image TEXT NOT NULL,
        imageWidth INTEGER NOT NULL,
        imageHeight INTEGER NOT NULL

);

CREATE TABLE 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

);
```

```sql
CREATE TABLE powerCores
(
        cannonBoost INTEGER NOT NULL,
        engineBoost INTEGER NOT NULL,
        image TEXT NOT NULL

);
```