

Modèle relationnel

BENAMEUR Camil

WENDL Tobias

Wallet(id, **player_id**, **universe_id**, deuterium, energy, metal)

Player(id, name, password)

Universe(id, **player_id**, name)

Galaxy(id, **universe_id**, name)

Solar_system(id, **galaxy_id**, name, planet_number)

Planet(id, **player_id**, name, position, size, planet_type)

Ship(id, **planet_id**, **archetype_id**, amount)

Ship_archetype(id, name, building_time, metal_cost, deuterium_cost, defence_value, offense_value, fret_value)

Technology(id, **planet_id**, **archetype_id**, level)

Technology_archetype(id, name, research_time, metal_cost, deuterium_cost)

Infrastructure(id, **planet_id**, **archetyp_id**, level)

Infrastructure_archetype(id, **resource_id**, **defence_id**, **facility_id**, name, building_time, energy_cost, metal_cost, deuterium_cost)

Facility_infrastrcuture(id)

Defence_infrastructure(id, defence_value, offence_value)

Ressource_infrastructure(id, name, type, production_rate)

Bonus(id, value, planet_position)