* BOAT  
  Sea faring vessel that carries people
  + BIN – Boat Identification Number. (TEXT)
  + CAPACITY – The maximum number of people that can be on the boat at the same time. (INTEGER)
  + TYPE – What water depth this boat is best suited for. (TEXT – possible values are “inshore”, “offshore”, and “freshwater”)
  + Relationships
    - HAS\_WELLS – Water filled tank on the boat that can carry bait. (one-to-many)
    - HAS\_POLES – A combined rod and reel device to be used to catch fish. (one-to-many)
    - POWERED\_BY – The mechanical device that allows this boat to move through the water. (one-to-many)
* WELL  
  Water filled tank that carries live bait while maintaining their liveliness.
  + SERIAL\_NUMBER – Number given to every well when manufactured. (TEXT)
  + WATER\_CAPACITY – Number of gallons of water that the tank can hold. (INTEGER)
  + NUMBER\_OF\_PUMPS - Number of air bubble pumps that the well has. (INTEGER)
  + BAIT\_CAPACITY – Maximum amount of bait that the tank can hold. (INTEGER)
* FISHING\_POLE  
  Lengthy and flexible device that can be used to catch fish.
  + SERIAL\_NUMBER – Number given to every fishing pole when manufactured. (TEXT)
  + LENGTH – The length of the fishing pole in feet. (INTEGER)
  + STRENGTH – The fish weight (in pounds) that this fishing pole can fight. (INTEGER)
  + Relationships
    - HAS\_REEL – Mechanical device with a spool of line that is used to fight the hooked fish. (one-to-one)
* REEL  
  Mechanical device with a spool of line that is used to fight the hooked fish.
  + SERIAL\_NUMBER – Number given to every reel when manufactured. (TEXT)
  + MAX\_LINE\_LENGTH – The maximum amount of line (in feet) that this reel can hold. (INTEGER)
  + NUMBER\_OF\_BALL\_BEARINGS – The number of ball bearings in the reel. (INTEGER)
  + TYPE – The type of reel. (TEXT)
    - spinning, bait casting, offshore
* MOTOR  
  The mechanical device that allows this boat to move through the water.
  + SERIAL\_NUMBER – Number given to every motor when manufactured. (TEXT)
  + TYPE – The type of motor. (TEXT)
    - inboard, outboard, trolling
  + HORSEPOWER – The horsepower of the motor. 1 is equal to 1 horsepower. (INTEGER)
  + MILES\_PER\_GALLON – The number of gallons that the motor uses to travel one mile. 1 is equal to 1 mile per gallon. (FLOAT)
* DOCK  
  Housing area for multiple boats.
  + DOCK\_NAME – Name for the dock. (TEXT)
  + MAX\_BOAT\_SIZE – Maximum single boat size that the dock can hold. 1 equals 1 foot. (INTEGER)
  + MAX\_BOAT\_CAPACITY – Maximum number of boats that the dock can house. (INTEGER)
  + Relationships
    - HOUSES\_BOAT – Many boats can be housed in the dock. (one-to-many)
* TRIP  
  An excursion with customers to go fishing.
  + TRIP\_NAME – Name for the trip. (TEXT)
  + TIME\_LIMIT – Amount of time that the trip will take. 1 is equal to 1 hour. (FLOAT)
  + TRIP\_DATE – The date of the trip. (DATETIME)
  + COST – The total cost of the trip. 1 is equal to 1 dollar. (FLOAT)
* LOCATION  
  A fishing spot.
  + GPS\_COORDINATES – Made up of the latitude and longitude coordinates of the GPS location.
    - LATITUDE – Coordinate that specifies north / south position. (FLOAT)
    - LONGITUDE – Coordinate that specifies east / west position. (FLOAT)
  + DEPTH – The depth of the water at this location. 1 is equal to 1 foot. (INTEGER)
  + FISHING\_METHOD – The type of fishing best suited for this location. (TEXT)
    - inshore, offshore, trolling
  + Relationships
    - REQUIRES\_POLE\_STRENGTH – In order to fish at this location, a fishing pole of this strength is required. (many-to-many)
* CREW\_MEMBER  
  Member of the charter crew.
  + SSN – The crew member’s social security number. (TEXT)
  + NAME – The crew member’s full name. (TEXT)
  + PAY – The amount of money that is paid in one hour. 1 is equal to 1 dollar. (FLOAT)
  + Relationships
    - SUPERVISES – Recursive relationship where a captain supervises a skipper. (one-to-one)
    - FAVORITE\_LOCATIONS – The crew member’s favorite fishing spots. (many-to-many)
* GROUP  
  Group of customers that want to go on a fishing trip.
  + GROUP\_NUMBER – A number automatically assigned to the group when registering. (INTEGER)
  + SIZE – The number of people that make up the group. (INTEGER)
  + Relationships
    - REQUESTED\_TRIP – The fishing trip that the group wants to go on. (many-to-many)
    - REQUESTED\_CAPTAIN – The captain that the group wants. (many-to-one)