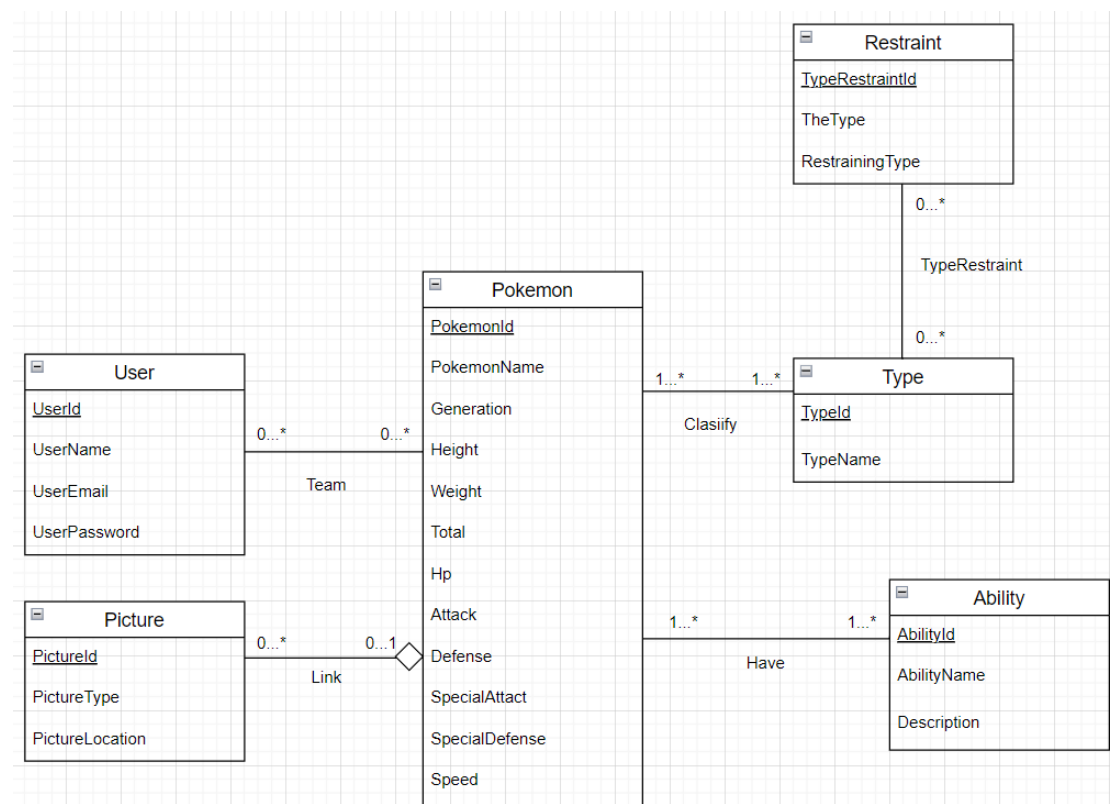


Description:

- The database has **Pokemon**. Each is uniquely identified by its **PokemonId**, and has the attributes **PokemonName**, **Generation**, **Height**, **Weight**, **Total**, **Hp**, **Attack**, **Defense**, **SpecialAttack**, **SpecialDefence**, **Speed**
- Each **User** is uniquely identified by its **UserId**, and has the attributes **UserName**, **UserEmail**, **UserPassword**.
- Each **Picture** is uniquely identified by its **PictureId**, and has the attributes **PictureType**, **PictureLocation**.
- Each **Type** is uniquely identified by its **TypeId**, and has the attribute **TypeName**
- Each **Restraint** is uniquely identified by its **RestraintId**, and has the attributes **TheType**, **RestrainingType**.
- Each **Ability** is uniquely identified by its **AbilityId**, and has the attribute **AbilityName** and **Description**.
- Each **Pokemon** can be a part of team by multiple **Users**, and a **User** can own multiple **Pokemons** in team.
- Each **Pokemon** can be classified by more than one **Type**, and a **Type** can classify at least one **Pokemon**.
- Each **Pokemon** can have one or more **Ability**, and an **Ability** can be had one or more **Pokemons**.
- Each **Pokemon** can link to multiple **Pictures**, but a **Picture** can only be linked to at most one **Pokemons**.
- Each **Type** can have multiple **Restraint** of Type as the current type and the type it restrains, and a **TypeRestrant** can have multiple relation of **Type**.

UML Diagram



Schema

User (UserId: INTEGER [PK], Username: VARCHAR(20), userEmail: VARCHAR(30), userPassword: VARCHAR(15))

Pokemon (PokemonId: INTEGER [PK], PokemonName: VARCHAR(20), Generation: INTEGER, Height: FLOAT, Weight: FLOAT, Total: INTEGER, Hp: INTEGER, Attack: INTEGER, Defense: INTEGER, SpecialAttack: INTEGER, SpecialDefense: INTEGER, Speed: INTEGER)

Team (UserId: INTEGER [PK] [FK to User.UserId], PokemonId: VARCHAR(5) [PK] [FK to Pokemon.PokemonId])

Picture (PictureId: INTEGER [PK], PictureType: VARCHAR(10), PictureLocation: VARCHAR(200), PokemonId: VARCHAR(5) [FK to Pokemon.PokemonId])

Ability (AbilityId: INTEGER [PK], AbilityName: VARCHAR(20), Description: VARCHAR(50))

PokemonAbility (PokemonId: INTEGER [PK] [FK to Pokemon.PokemonId], AbilityName: VARCHAR(20) [PK] [FK to Ability.AbilityName])

Type (TypeId: INTEGER [PK], TypeName: VARCHAR(15))

PokemonType (PokemonId: INTEGER [PK] [FK to Pokemon.PokemonId], FirstTypeId: INTEGER [FK to Type.TypeId], SecondTypeId: INTEGER [FK to Type.TypeId])

Restraint (RestraintId: INTEGER [PK], TheType: INTEGER [FK to Type.TypeId], RestrainingType: INTEGER [FK to Type.TypeId])

TypeRestraint (TypeId: INTEGER [PK] [FK to Type.TypeId], RestraintId: INTEGER [PK] [FK to Restraint.RestraintId])