**MODELLO LOGICO RELAZIONALE**

Account(Username, Email, Password)

Gameplay(IDGameplay, CurrentAreaID, Username)

Situation(IDSituation, Title, Name, Description, ImageURL, UnlockingItem, IDForward, IDRight, IDBackward, IDLeft)

SituationVariable(IDInstance, IDGameplay, Unlocked, Referenced)

- - - - - - - - - - - - - - - - - - - -

Action(IDSituation, IDGameplay, Dialogue)

- - - - - - - - - - - - - - - - - - - - -

Image(IDImage, Name, Description, X, Y, ImageURL, Width, Height, Dialogue, IsCharacter, IsItem, IDSituation)

Item(IDItem, IsCollectable, IsVisible, Effectiveness, IDPlayer, IDImage, IDGameplay)

Character(IDCharacter, Strength, EffectiveWeapon, IDImage, IDGameplay)

Player(IDCharacter, Health, Armor, Experience, IDGameplay)

- - - - - - - - - - -