



**DRAFT :**

**PIR\_MAPPING VS PIRATE\_LEVEL**

one to many - **one** pirate level can have **one or many** objects

**PIR\_MAPPING VS PIRATE\_OBJECTS**

one to many - **one** pirate object can be in **one or many** levels

**PIR\_OBJECTS VS PIRATE\_FILL**

one to many - one pirate fill can be involved in one or more pirate objects

**PIR\_OBJECT VS PIRATE\_TYPE**

one to many - one pirate level can be involved in one more pirate objects