Modèle relationnel

*** #name[table.champ], name est une clé étrangère qui référence table.champ

items(item_id, item_name)

armors(#id[items.item_id], material, type)

weapons(#id[items.item_id], material)

animals(#id[items.item_id], utility, sexe)

potions(#id[items.item_id], effect)

clients(id, name, #village[village.name])

villages(name, coordx, coordy)

offers(id, title, description, available, quantity, unitprice, #itemid[items.item_id], #clientid[clients.id])

buy(id, date, quantity, price, #clientid[clients.id], #offerid[offers.id])