

int

int +

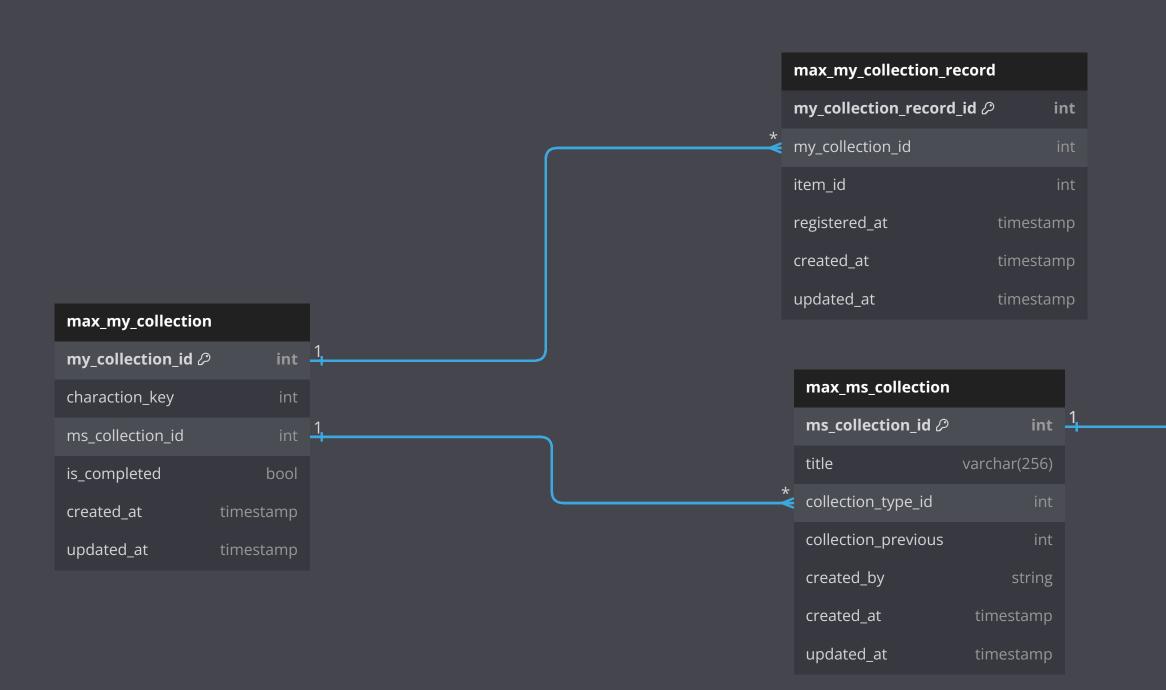
varchar(256)

updated_at

	max_collection_reward		
	max_collection_reward_id &	int	
←	ms_collection_id	int	
	buff_collection_id	int)
	collection_type	int	
	item_id	int	
	item_value	int	
	created_at	timestamp	
	updated at	timestamp	

max_ms_collection_buff ms_collection_buff_id ${\cal O}$ int buff_title_enum INT NN character_stat_ATK_STR INT NN character_stat_ATK_GRA INT NN character_stat_DEF_STR INT NN character_stat_DEF_GRA INT NN character_stat_CRI INT NN character_stat_HP INT NN character_stat_SP INT NN character_stat_TEAM_ATTACK INT NN character_stat_TEAM_DEFENCE INT NN character_stat_DOUBLE_ATTACK character_stat_DOUBLE_DEFENCE INT NN INT NN character_stat_SPECIAL_ATTACK INT NN character_stat_SPECIAL_DEFENCE INT NN character_stat_CRITICAL_DAMAGE created_at updated_at





max_collection_require

my_collection_require_id ② int

* collection_id int

item_id int

item_value int

max_collection_reward_id
max_collection_reward_id
int

*

ms_collection_id
buff_collection_id
collection_type
int

item_id
item_value
int

created_at
timestamp

updated_at
timestamp

max_ms_collection_buff			
ms_collection_buff_id 🖉	int		
buff_title_enum	varchar		
character_stat_ATK_STR	INT NN		
character_stat_ATK_GRA	INT NN		
character_stat_DEF_STR	INT NN		
character_stat_DEF_GRA	INT NN		
character_stat_CRI	INT NN		
character_stat_HP	INT NN		
character_stat_SP	INT NN		
character_stat_TEAM_ATTACK	INT NN		
character_stat_TEAM_DEFENCE	INT NN		
character_stat_DOUBLE_ATTACK	INT NN		
character_stat_DOUBLE_DEFENCE	INT NN		
character_stat_SPECIAL_ATTACK	INT NN		
character_stat_SPECIAL_DEFENCE	INT NN		
character_stat_CRITICAL_DAMAGE	INT NN		
created_at	timestamp		
updated_at	timestamp		

