

USER(ID_USER, username, password, creationdate, creationuser, modificationdate, modificationuser)

GAME(ID_GAME, ID_USER, ID_PERSONAGE, ID_ADVENTURE, date, hour, creationdate, creationuser, modificationdate, modificationuser)

PERSONAGE(ID_PERSONAGE, name, description, creationdate, creationuser, modificationdate, modificationuser)

Starring(ID_ADVENTURE, ID_PERSONAGE, creationdate, creationuser, modificationdate, modificationuser)

ADVENTURE(ID_ADVENTURE, name, description, creationdate, creationuser, modificationdate, modificationuser)

STEP(ID_STEP, description, final_step, creationdate, creationuser, modificationdate, modificationuser)

CHOICE(ID_CHOICE, id_actual_step, id_next_step, id_previous_step, description, creationdate, creationuser, modificationdate, modificationuser)

ANSWER(ID_ANSWER, description, creationdate, creationuser, modificationdate, modificationuser)

DECISIONMAKING(ID_CHOICE, ID_GAME, ID_STEP, creationdate, creationuser, modificationdate, modificationuser)