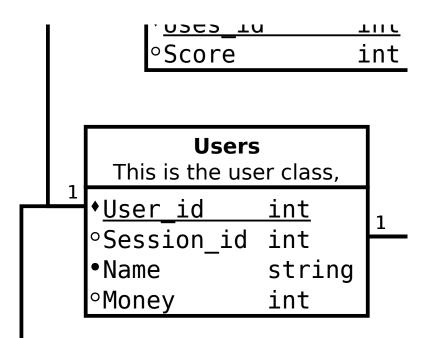


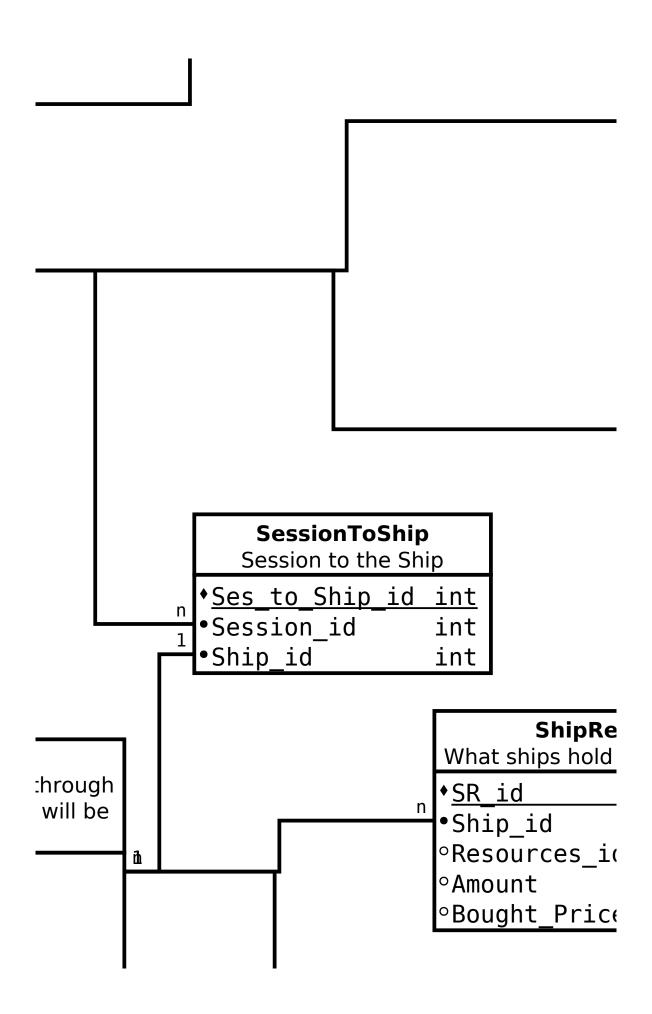
Seccion to the planet

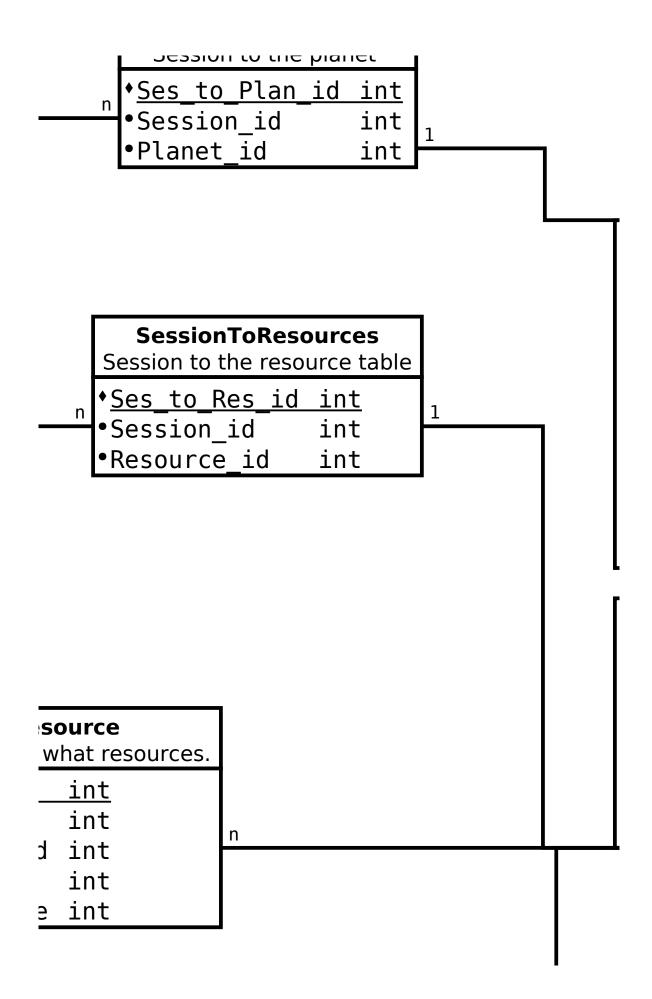


Ship

For the ship data as it changes t out the game. The initial marks form the object class

Ship_id int
Model int
Ammo_Level int
Health Level int





```
Planet
What the planet is

Planet_id int
Title string
X_Loc int
Y_loc int
Diameter int

PlanetResources
What planet has what resources.
```

<u>int</u>

int

int

	Resources					
_	Information about resource					
<u>a</u>	◆ <u>Resource_id</u>	int				
	°Name	string				
	∘Initial_Price	int				
	°Description	string				

♦PR id

°Price

°Planet_id

oResources_id int

