DIAGRAMA DE PERSISTENCIA DE LA BASE DE DATOS GAMES

Games

_id: Object

appid: Number name: String

short description: String

developer: String publisher: String genre: String tags: Object type: String

categories: Array owners: String positive: Number negative: Number

price: String

initialprice: String discount: String ccu: Number languages: String

Platforms []

windows: Boolean mac: Boolean linux: Boolean

release_date: Date required_age: Number

website: String

header_image: String