



K childMapTypeId

FK prototypeChildMapId

objectTypeName

spriteFilename

health

width

height

happinessGain

FK userId

FK objectTypeld

xCoord

yCoord

isCircle

orientation (in rad)

canBePackaged

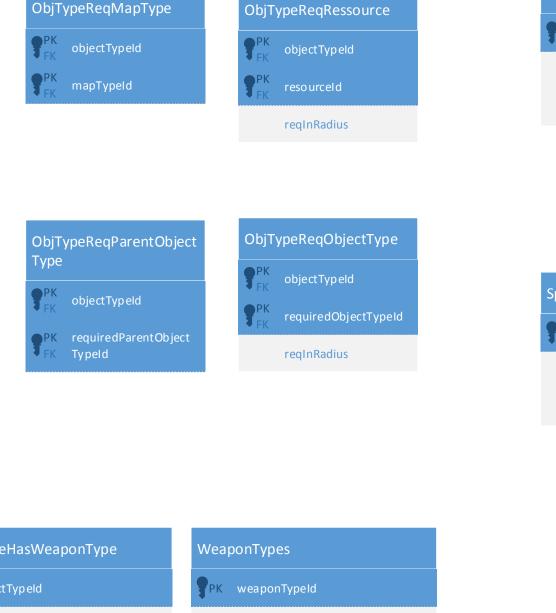
canTransportResources

canStoreResources

happiness

childMapId

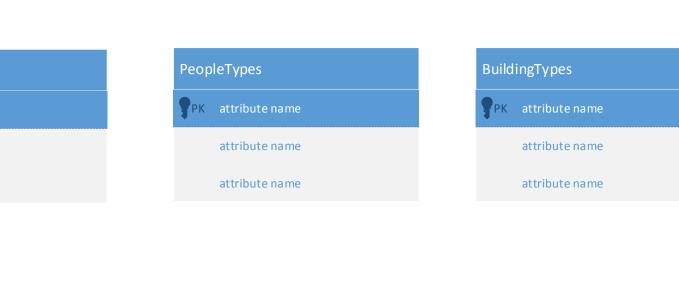




damagePerSec

parentOrSelf range





mapld

xCoord

yCoord

amount

refillPerTime

resourceTypeId

