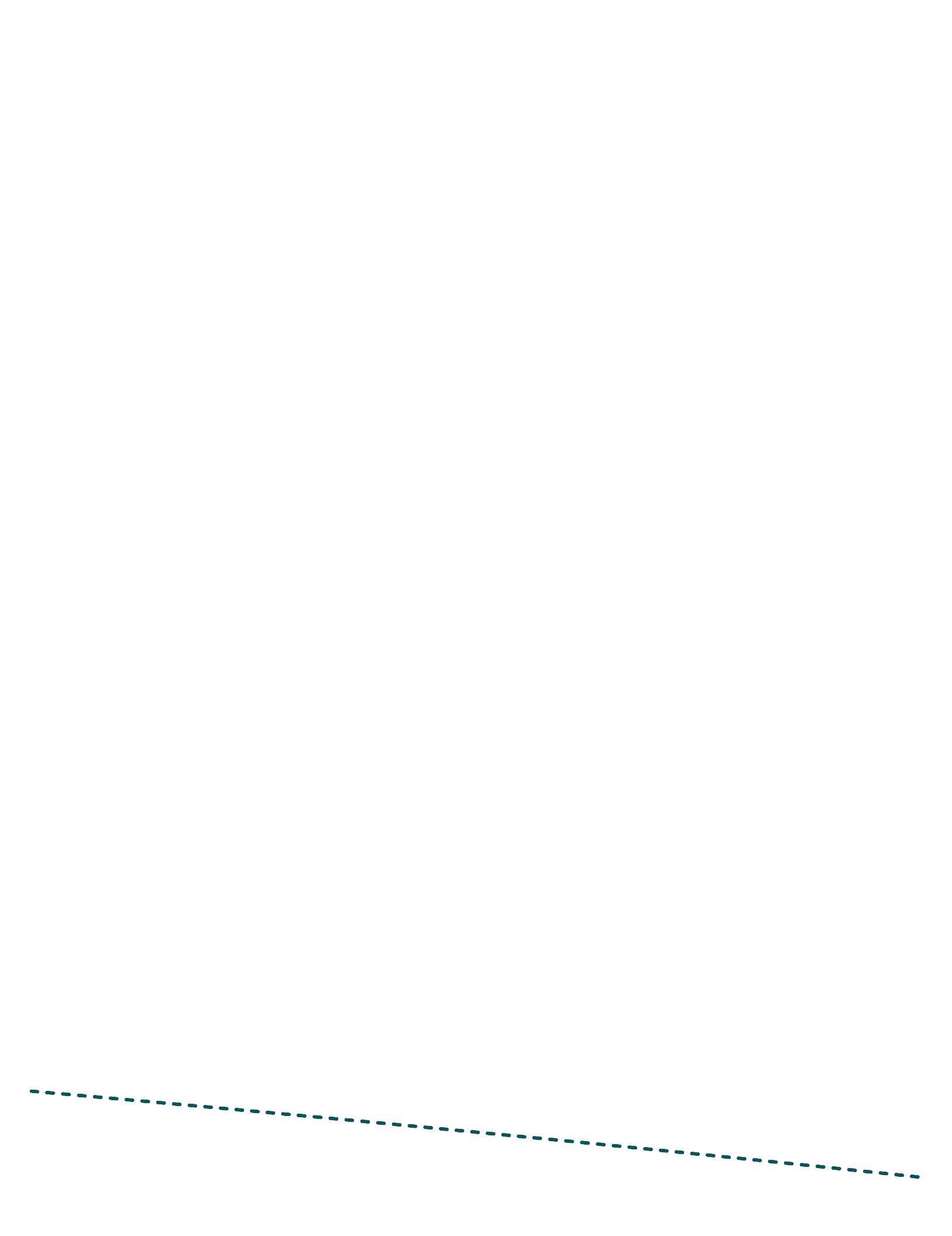






**Lightsaber
color
hiltDesign**

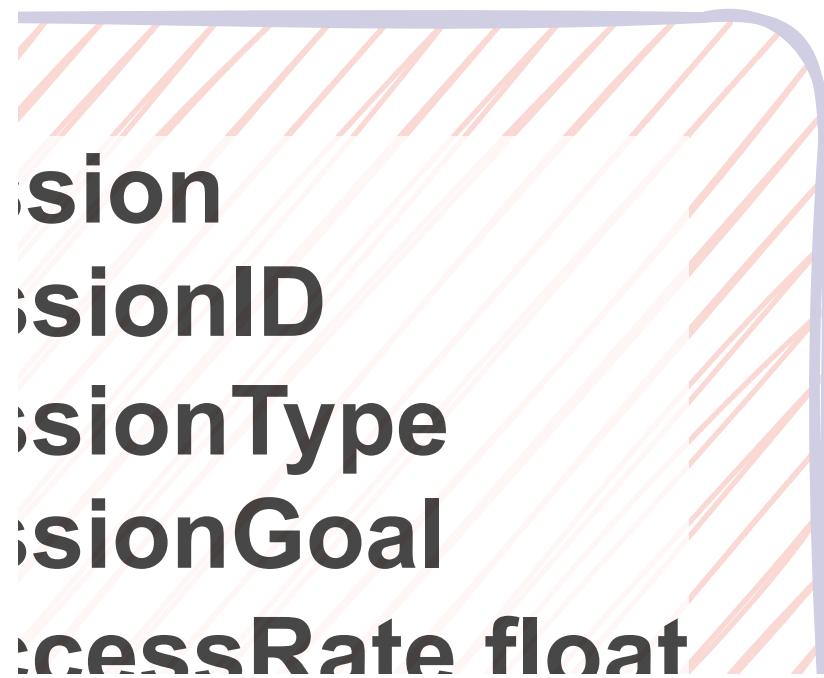








Mis
mis
mis
mis
suc



mission
missionID
missionType
missionGoal
accessRate float

RebelAllianceMember

memberID

joinedDate **dateTim**

role



ber

ie

DeathStar
weaponCapacity float
shieldStatus

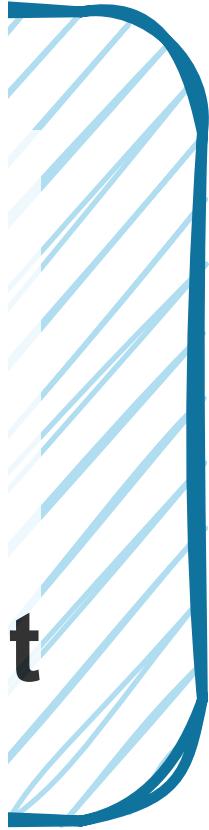
Politician
politicianID
politicalAffiliation
influenceLevel float

loat

BountyHunter
hunterID
notorietyLevel
pricePerHunt float
lethalEfficiency float

steals

Smuggler
smugglerID
smugglingSkill float
wantedStatus boolean



t

From (0-To-Many)

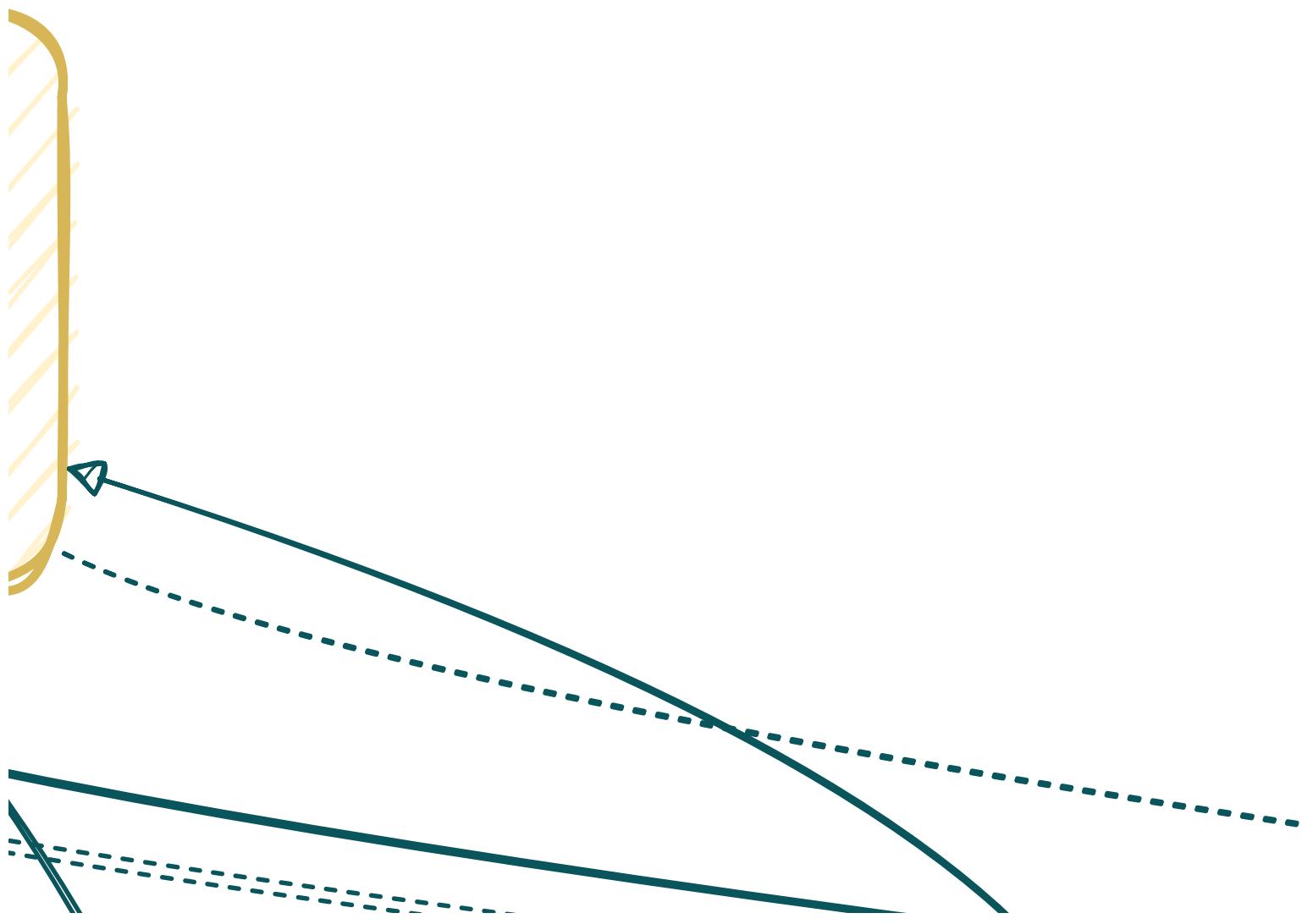


at
ean



Jedi
lightsaberColor
midiChlorianCount int
jediRank

constructed_By (0-To-1)

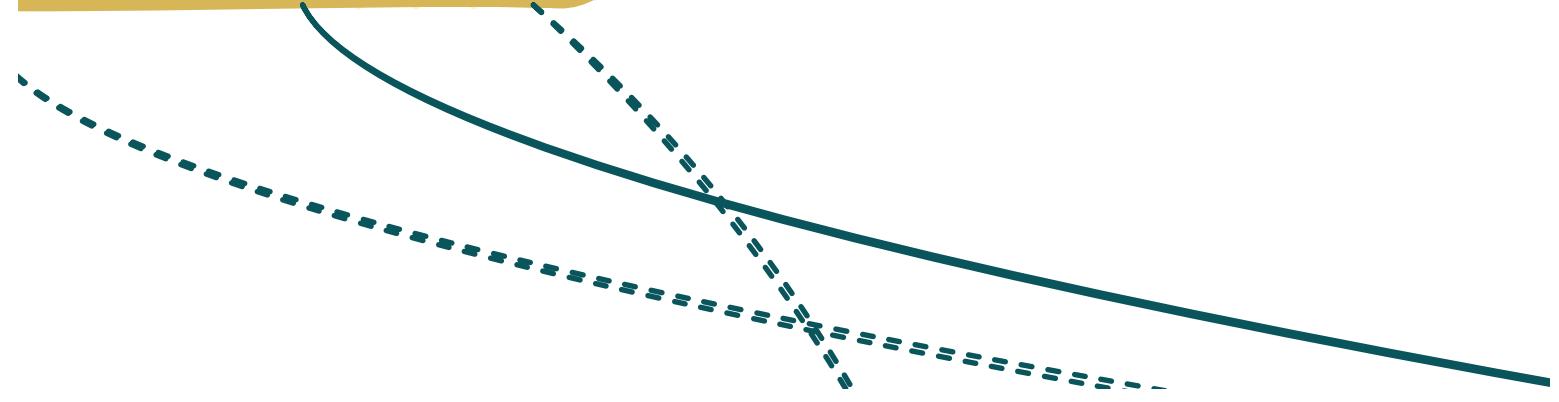


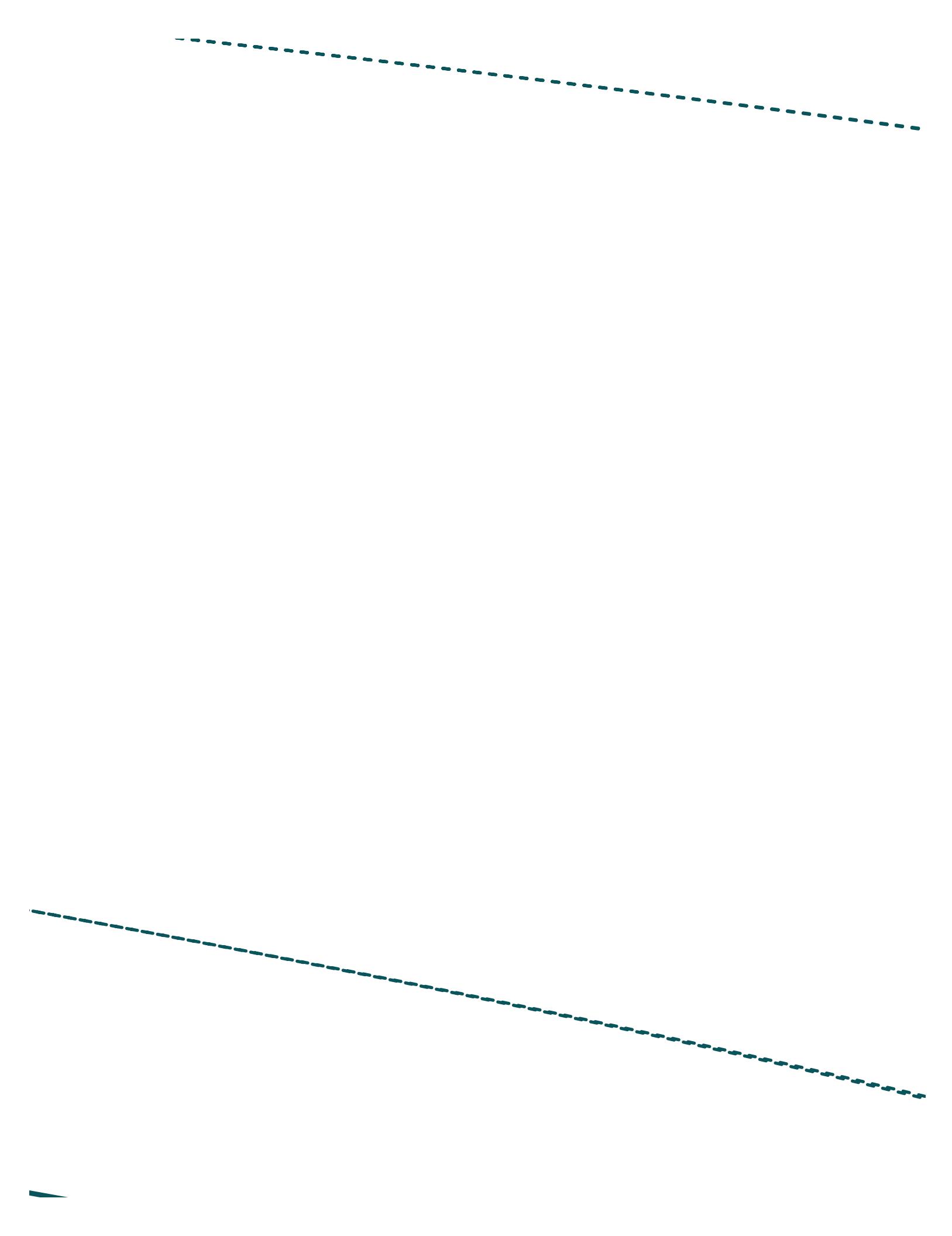
1)

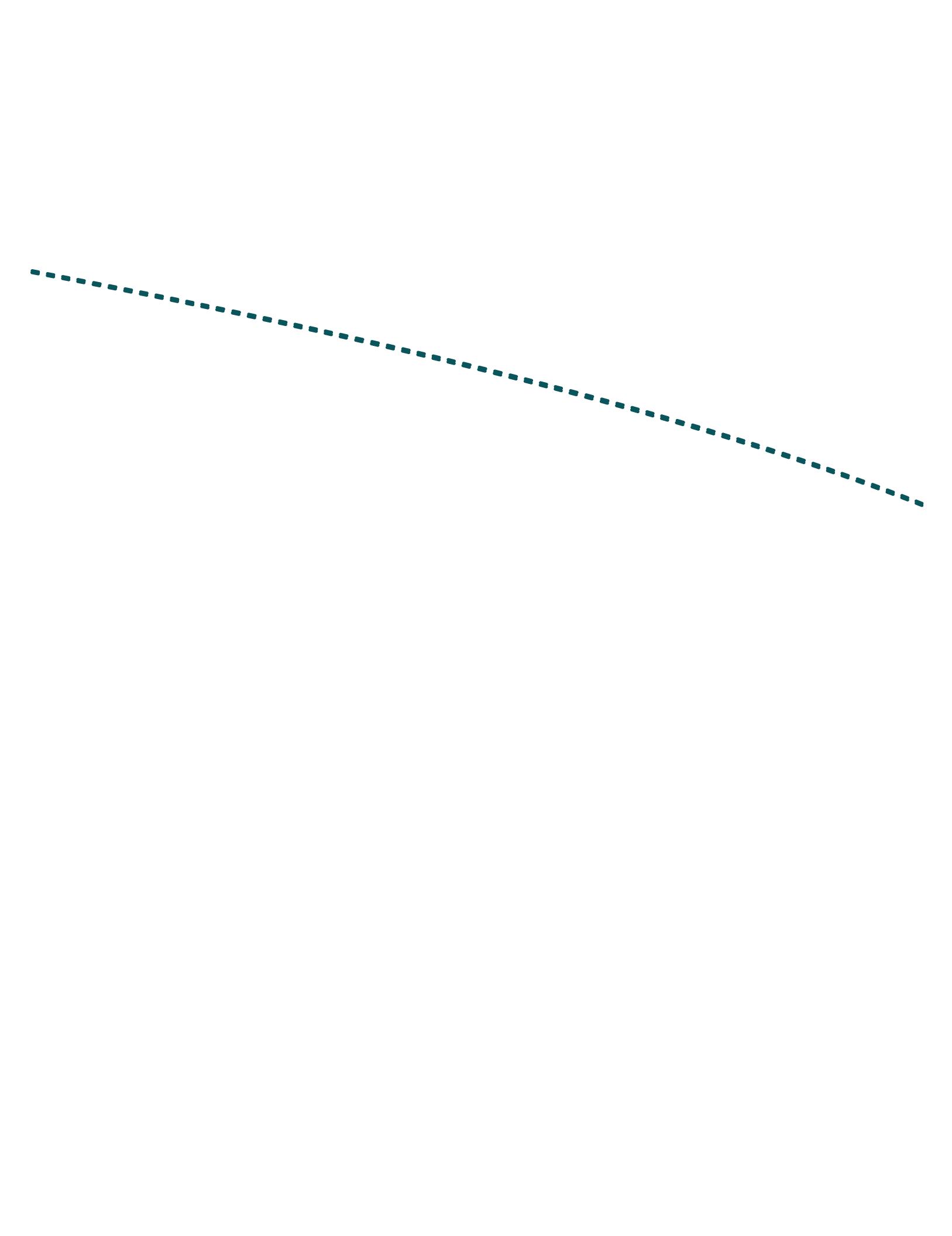


... 10 T- 11

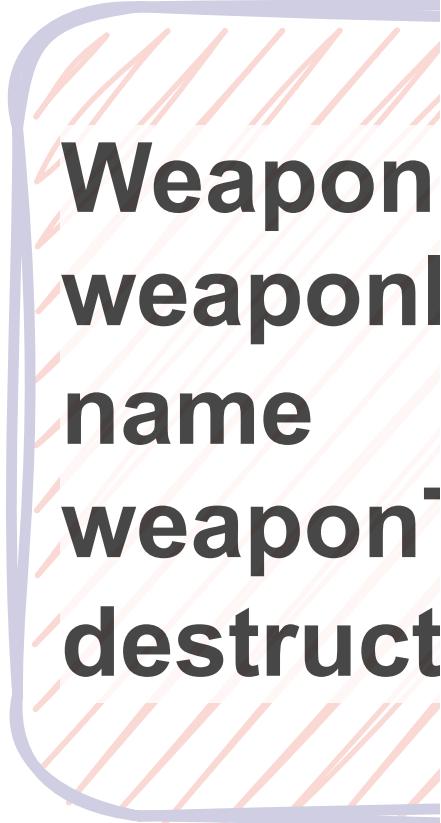
**deLevel int
ticeOf
e**







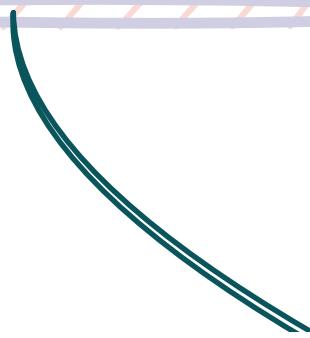
only_Jedi_Or_Sith



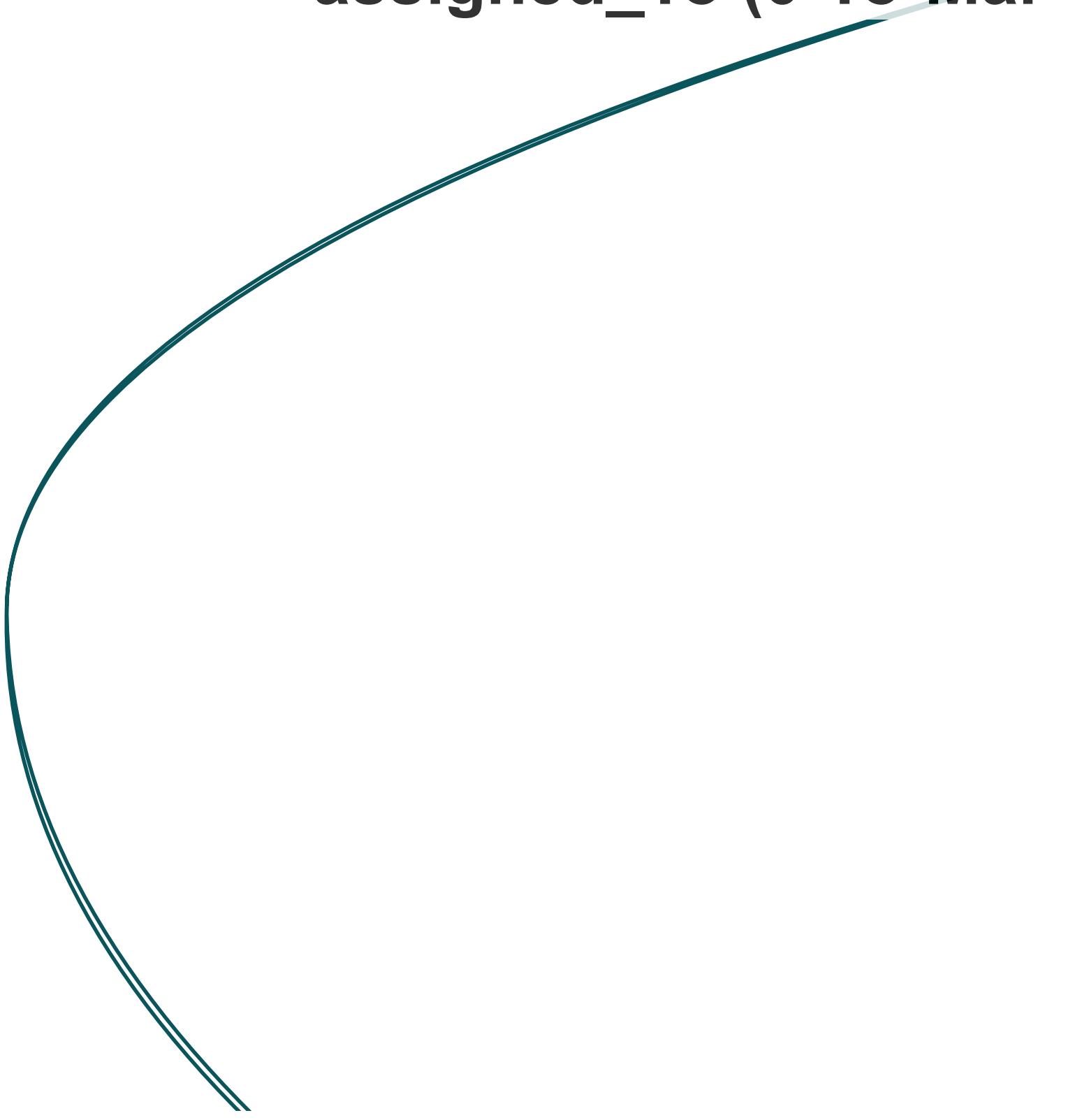
Weapon
weaponl
name
weapon
destruct

ID

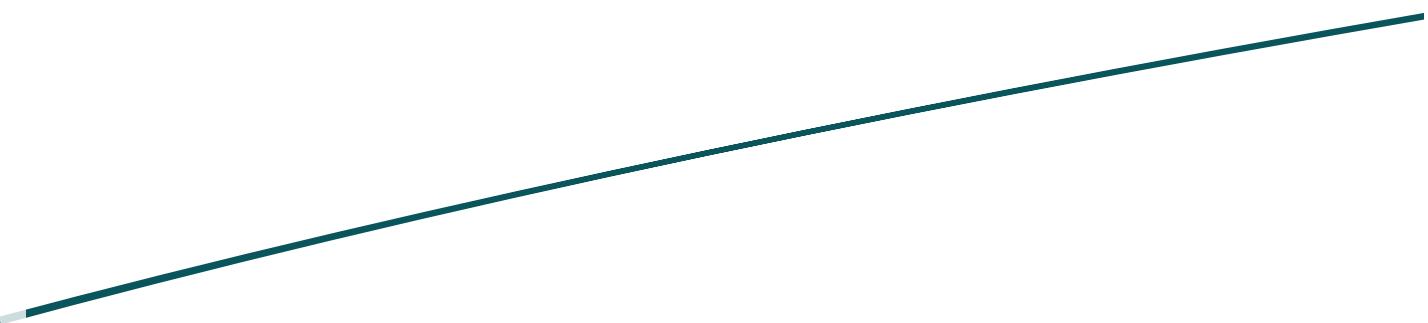
**Type
:iveCapacity float**



assigned_To (0-To-Many)



ny)



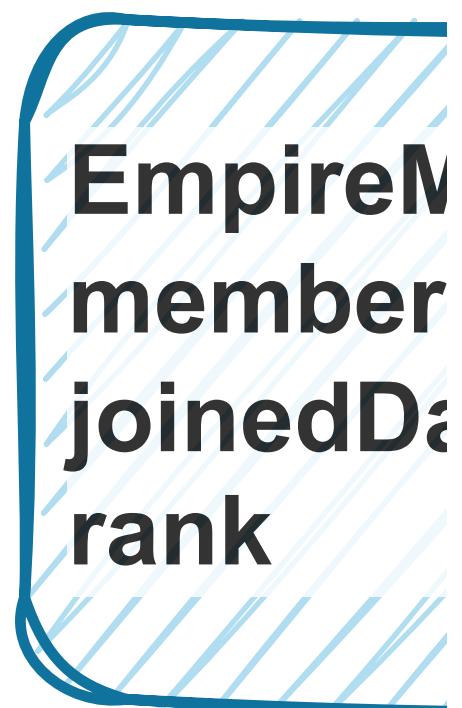


Technology
technologyID
techType
inventor
functionDescription

protected

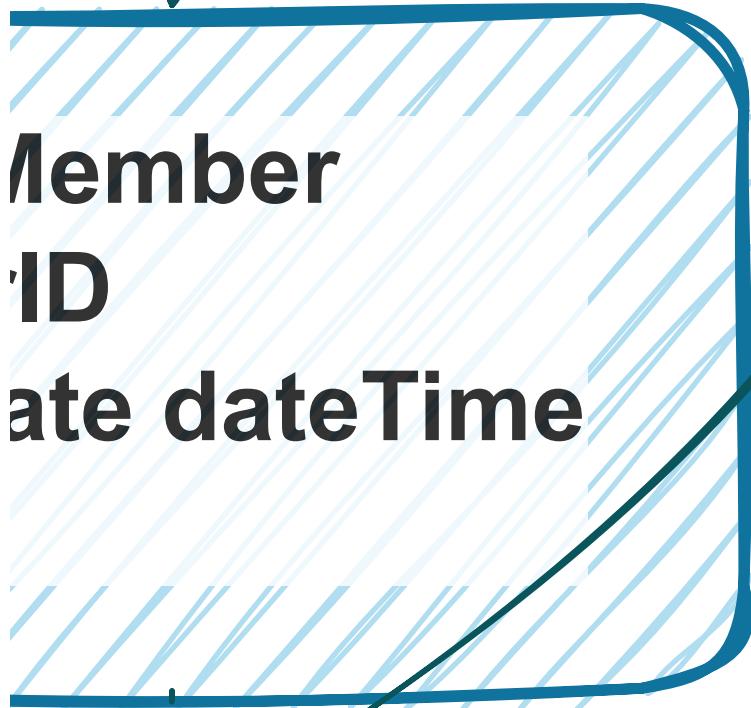
Artifact
artifactID
artifactName
originEra
isCursed bool
powerLevel float

cts_Artifact (0-To-Many)





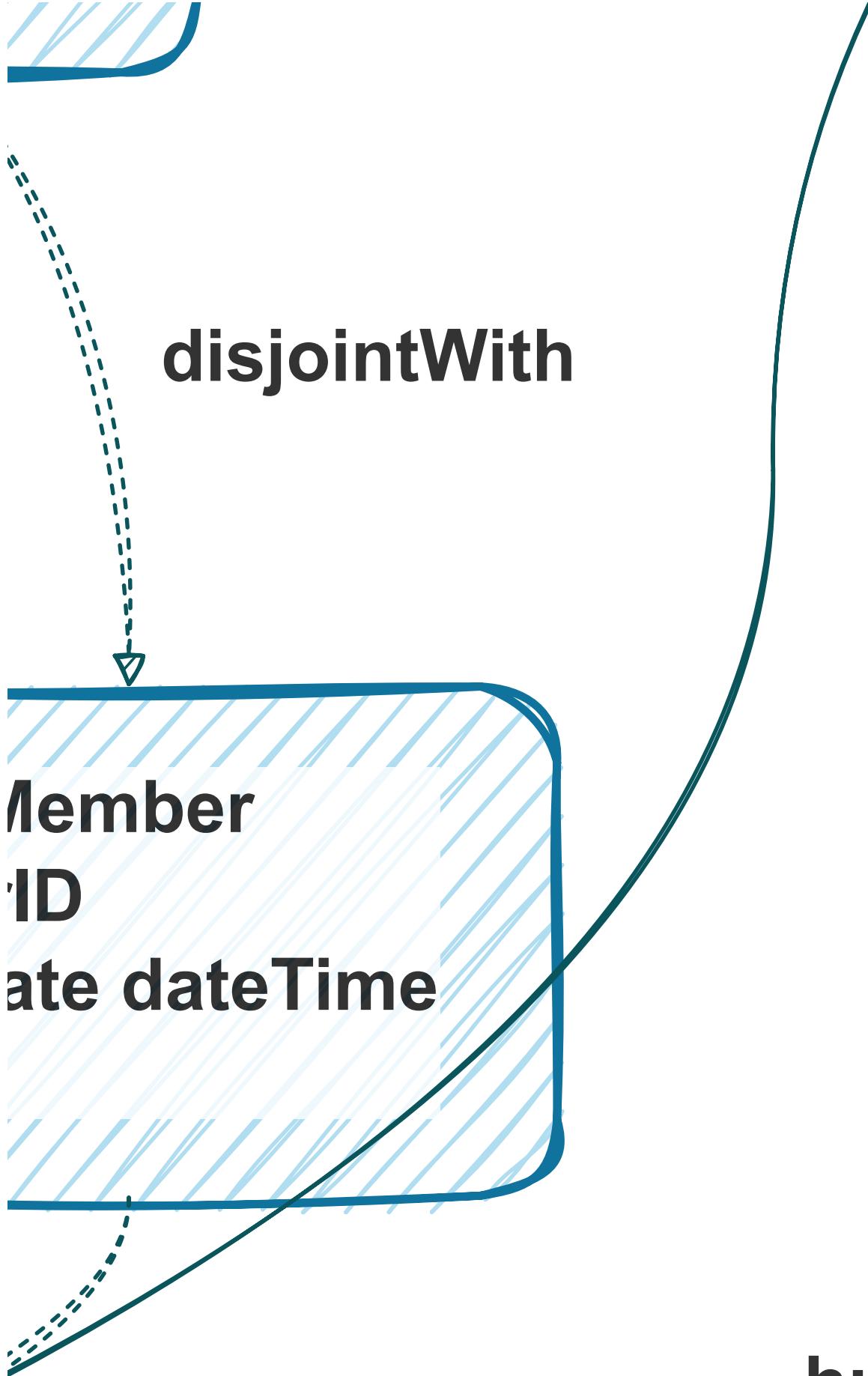
disjointWith



Member

ID

ate dateTIme

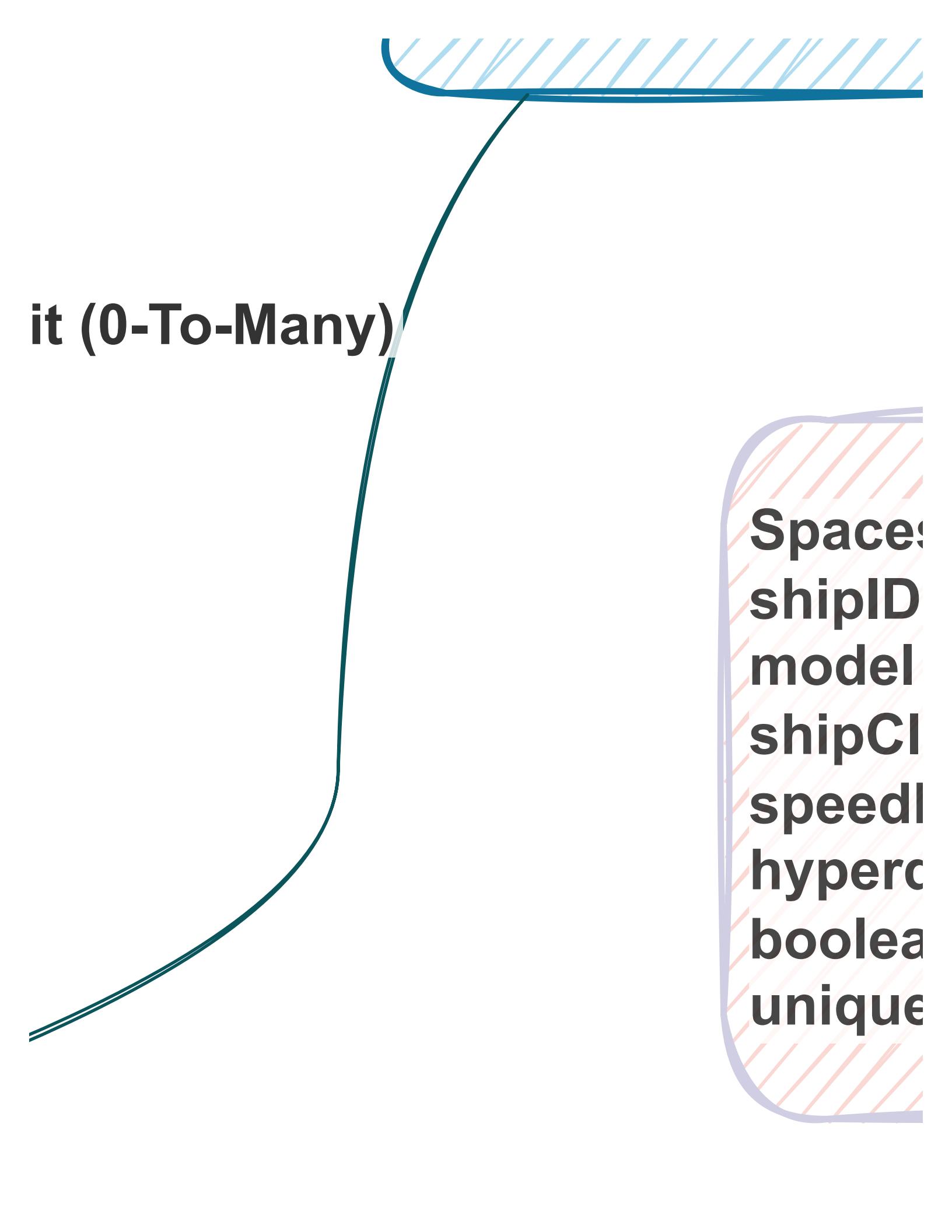


hunts_Tar...

oversees_Unit

MilitaryUnit
unitID
size int
deploymentStatus

get (0-To-Many)



it (0-To-Many)



SpaceshipID
model
shipClass
speedLimit
hypercube
boolean
unique

hidden_In (0-To-1)

The diagram illustrates a single neuron or node in a neural network. It features a light blue input layer at the top with three horizontal bars. A dark teal curved arrow originates from the top left, points down to a single purple horizontal bar in the middle layer, and then curves back up towards the right. Below this middle layer is a large, rounded rectangular area filled with red diagonal hatching. Inside this hatched area, the word "ship" is written in bold black font. To the left of this central area, several other words are listed vertically: "ass", "Rating float", "driveEquipped", "an", and "eName".

ship

ass

Rating float

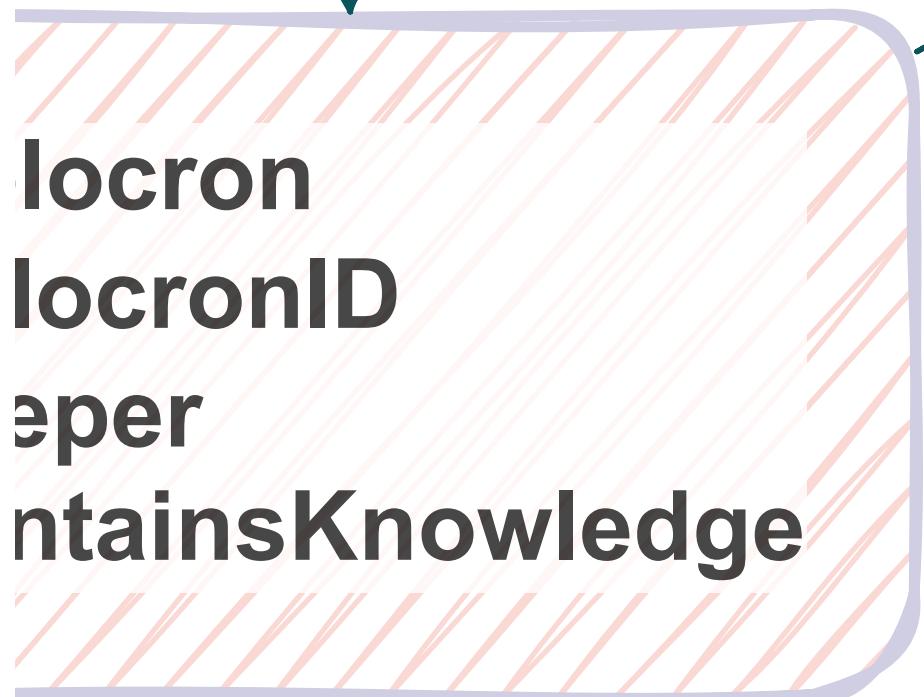
driveEquipped

an

eName

**Ho
hol
keε
coi**

studied_Holocron (0-To-Ma



guarded_By(0-10-1)

any)



annrentir

suk

SimulationScenario
scenarioID
description
outcome

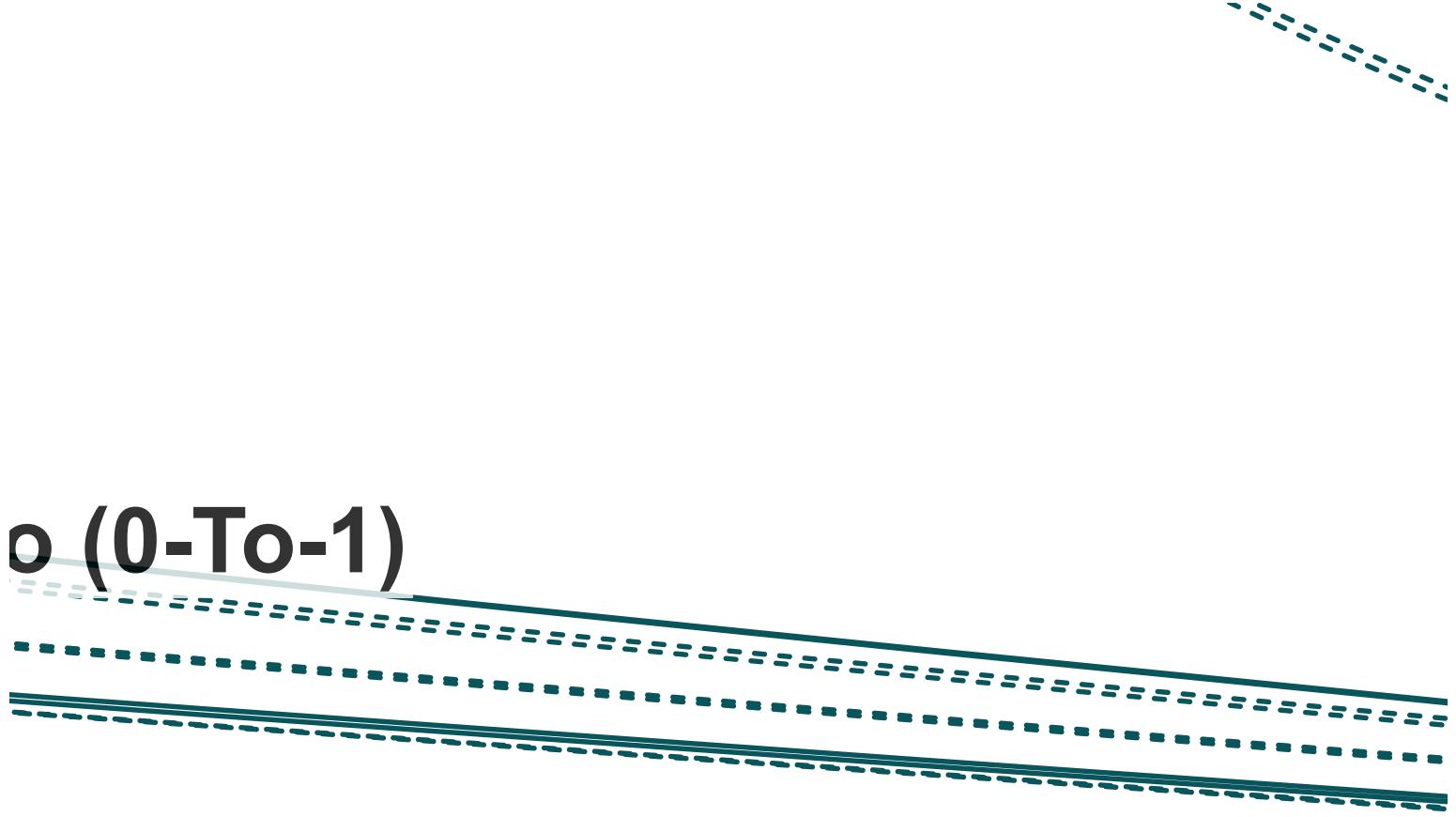
the Master || link scenario_Includes (0-

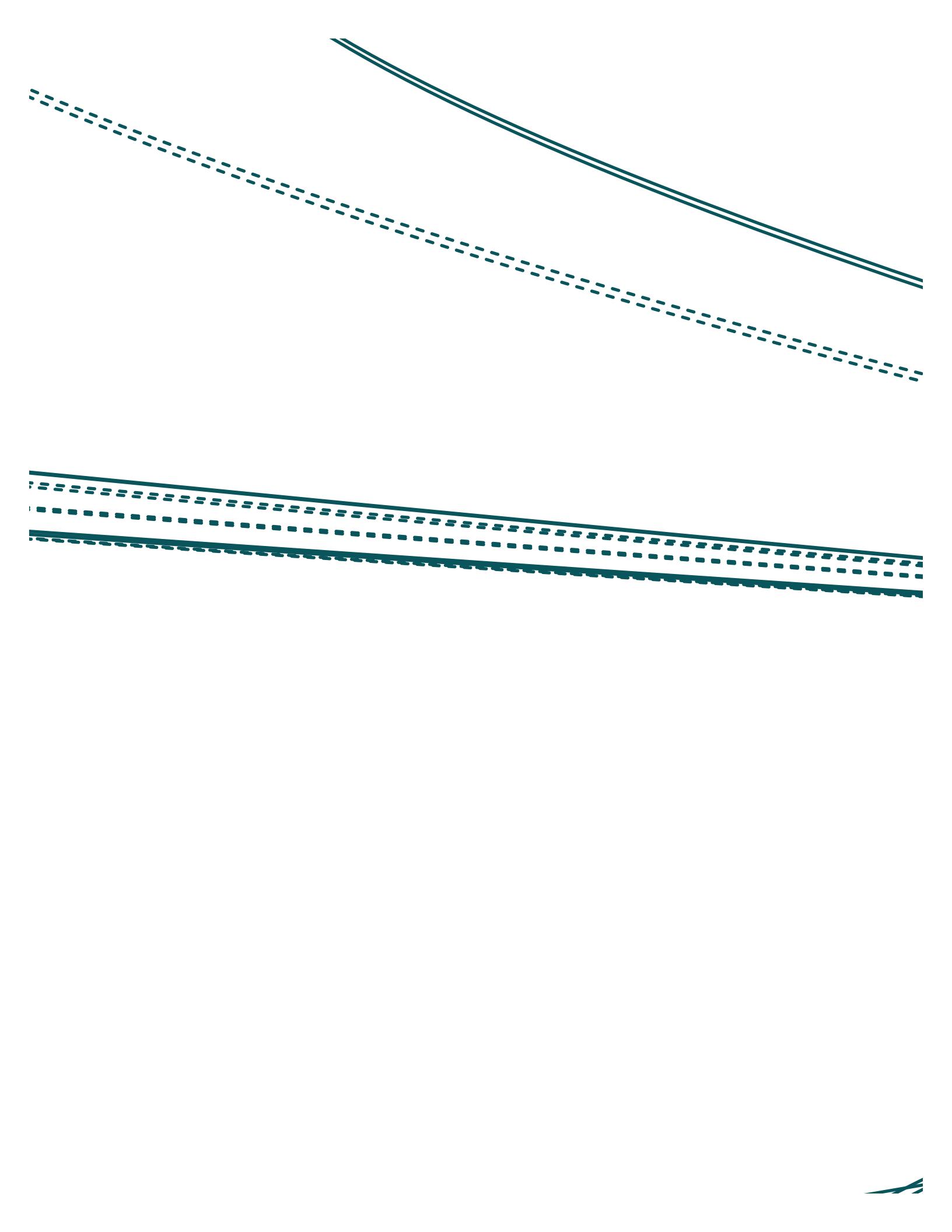
~~↳ ClassOf (force Sensitive)~~

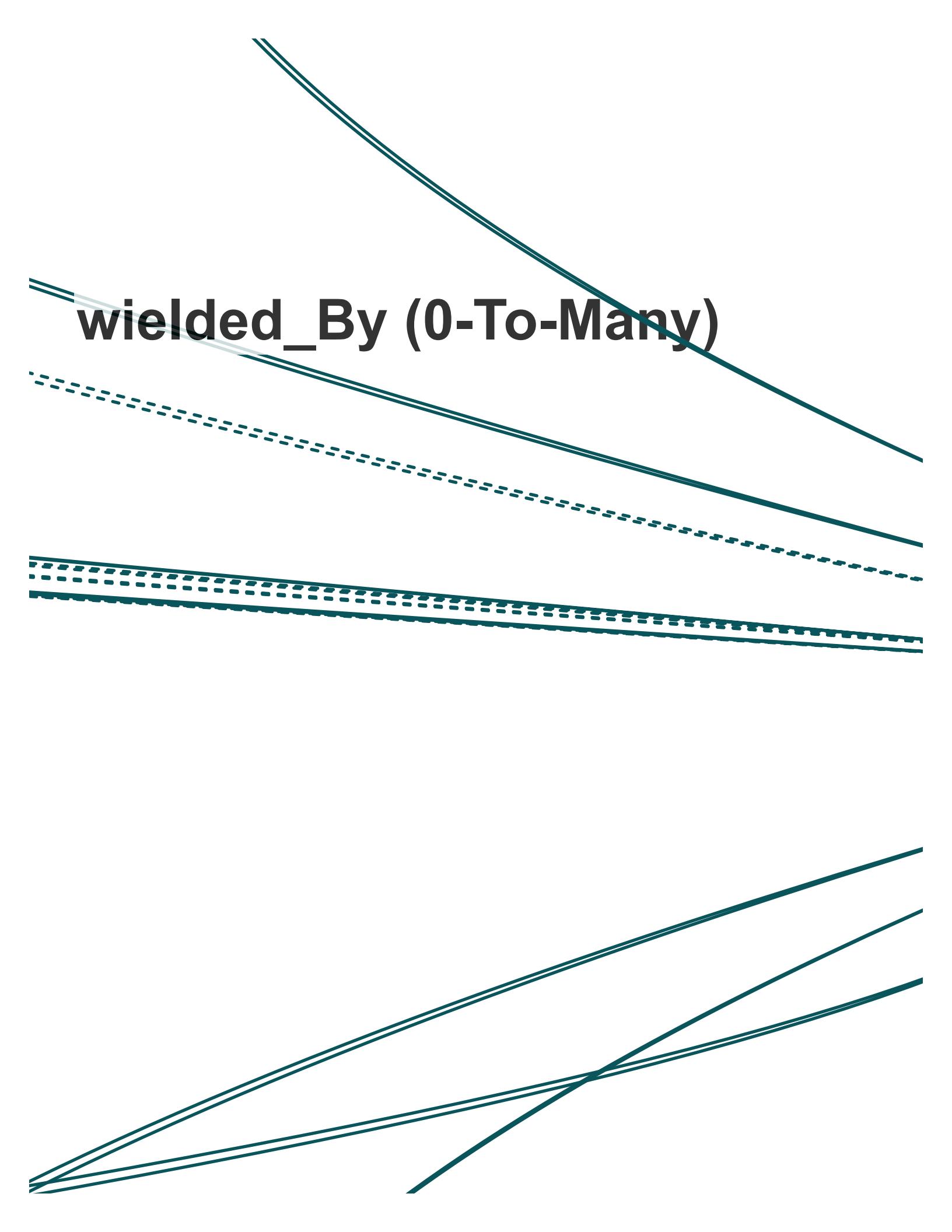
To-Many)

ve_Only **subClas** **apprentice_Te**

o (0-To-1)



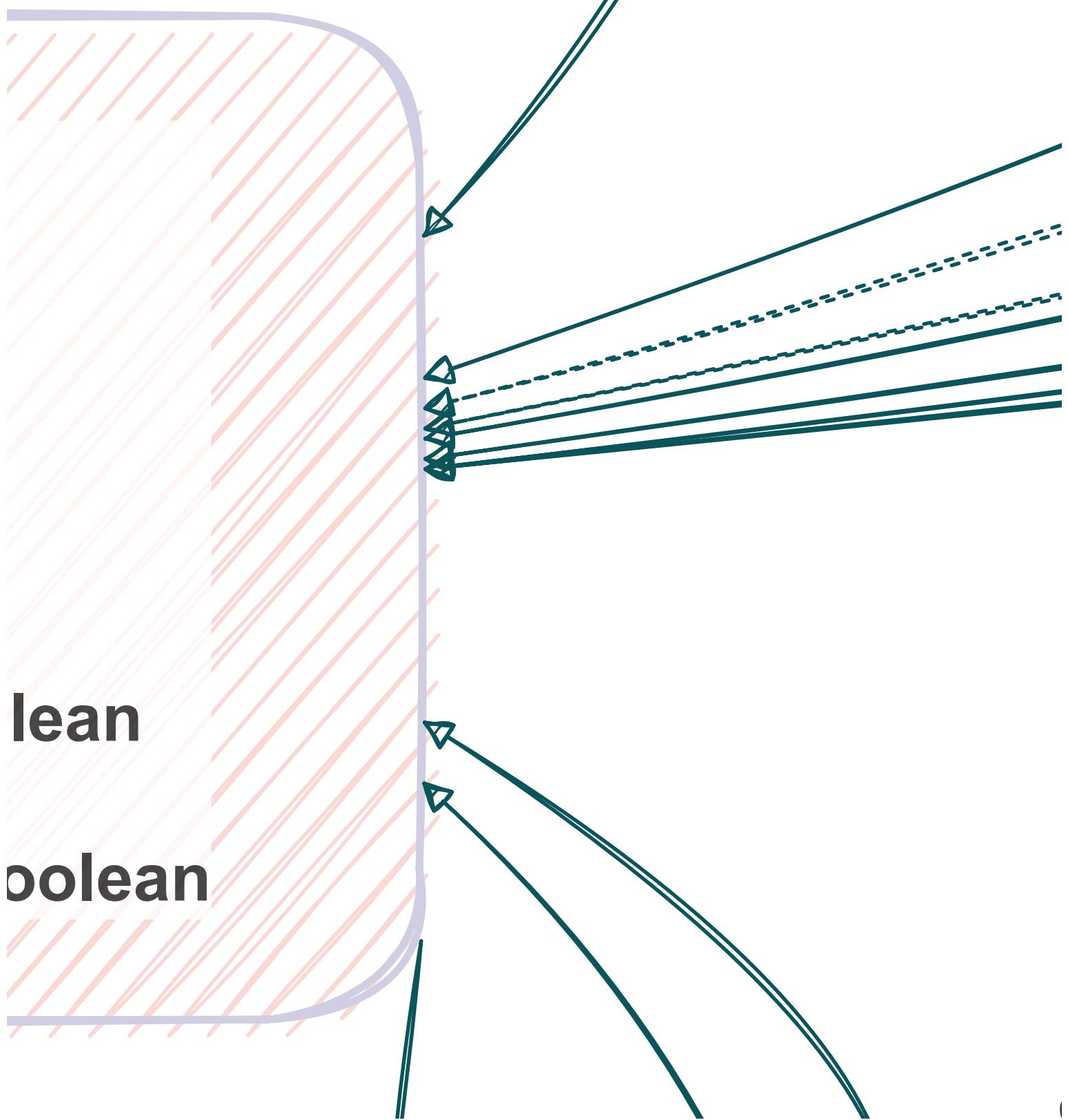




wielded_By (0-To-Many)

Character
characterID
name
species
gender
affiliation
rank
forceSensitive bool
starSign
cameoAppearance bool

invented_E



lean

boolean

3y (0-To-1)

possessed_By (0-To-1)

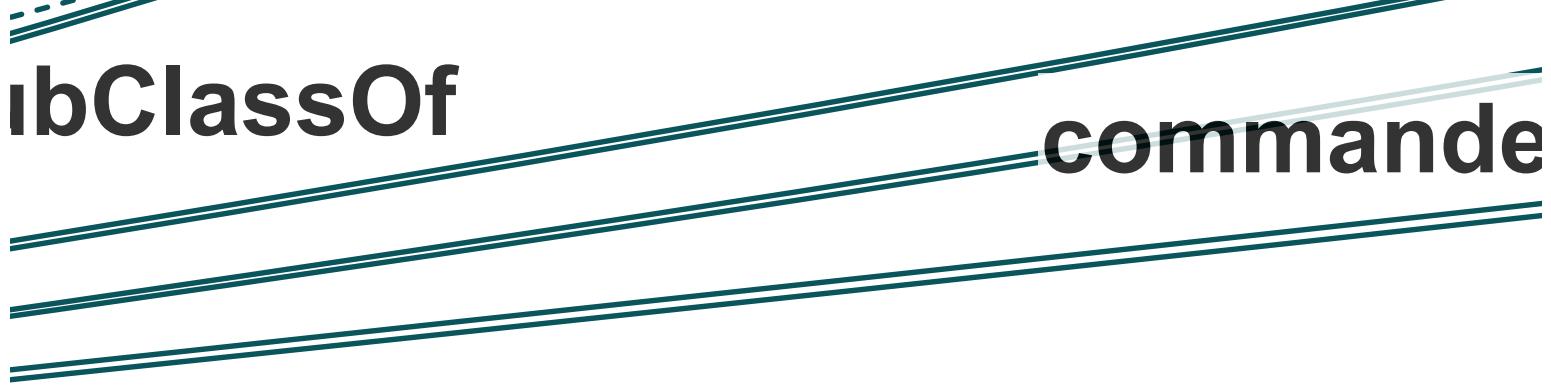
su

owned_By (0-To-1)



subClassOf

isKindOfClass



commande

**allied_With (0
d_By (0-To-1) piloted_By (0-To-M;**

(-To-Many)
any)





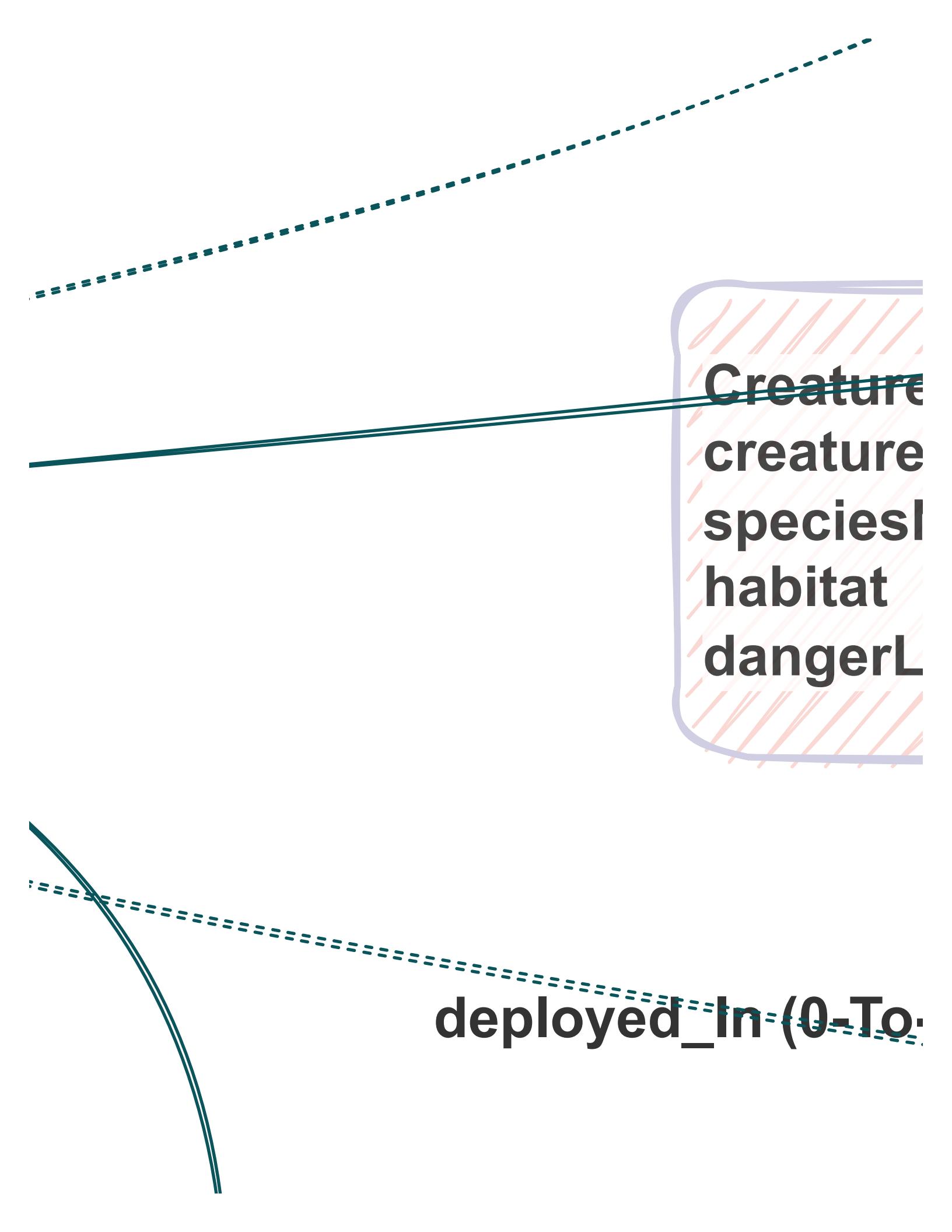
application

triggers_Event

E
b
n
c
b
c

Battle
battleID
name
outcome
battleDate dateTime
casualties int

t (0-To-Many)



Creature
creature
species
habitat
dangerL

deployed_In(0>To)

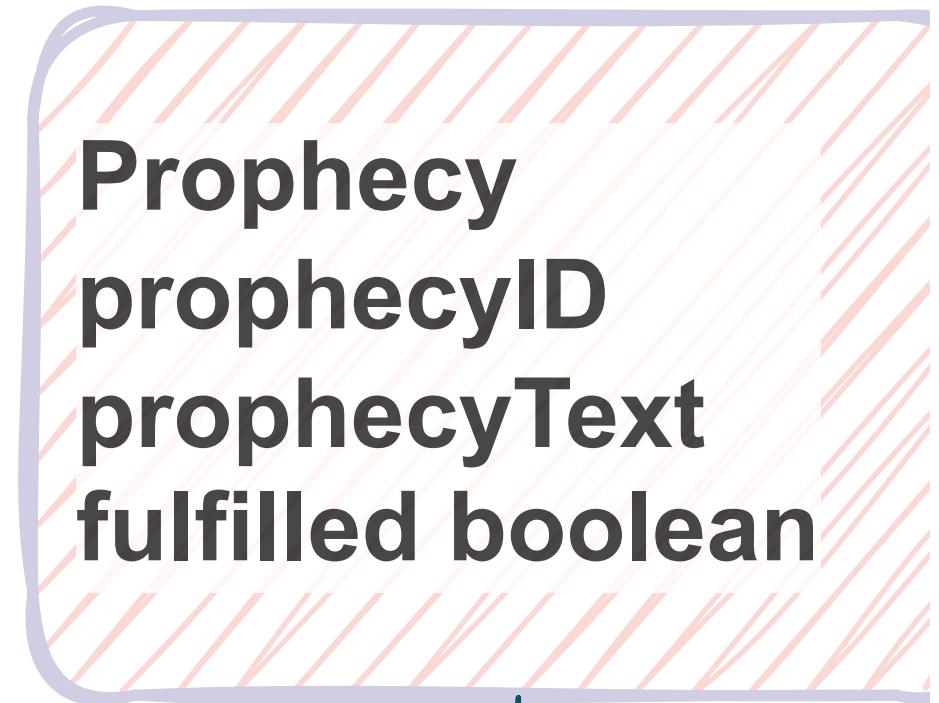
SpaceStation
stationID
name
operationalSt
.evel float

SpaceStation
stationID
name
operationalSt

-Many)

min

participates_In (



_Factions_2

con

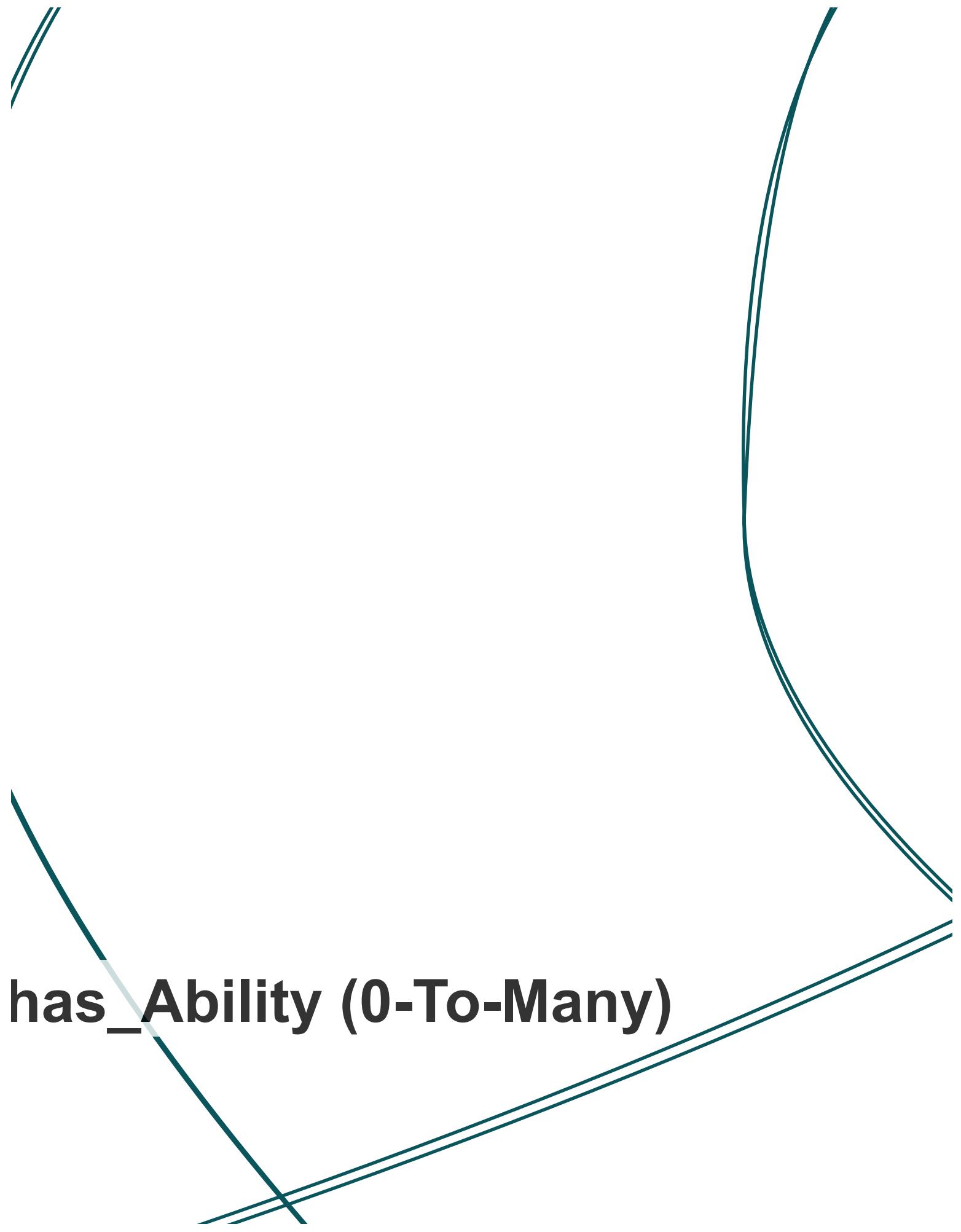
member_of (0-T)

0-To-Many)

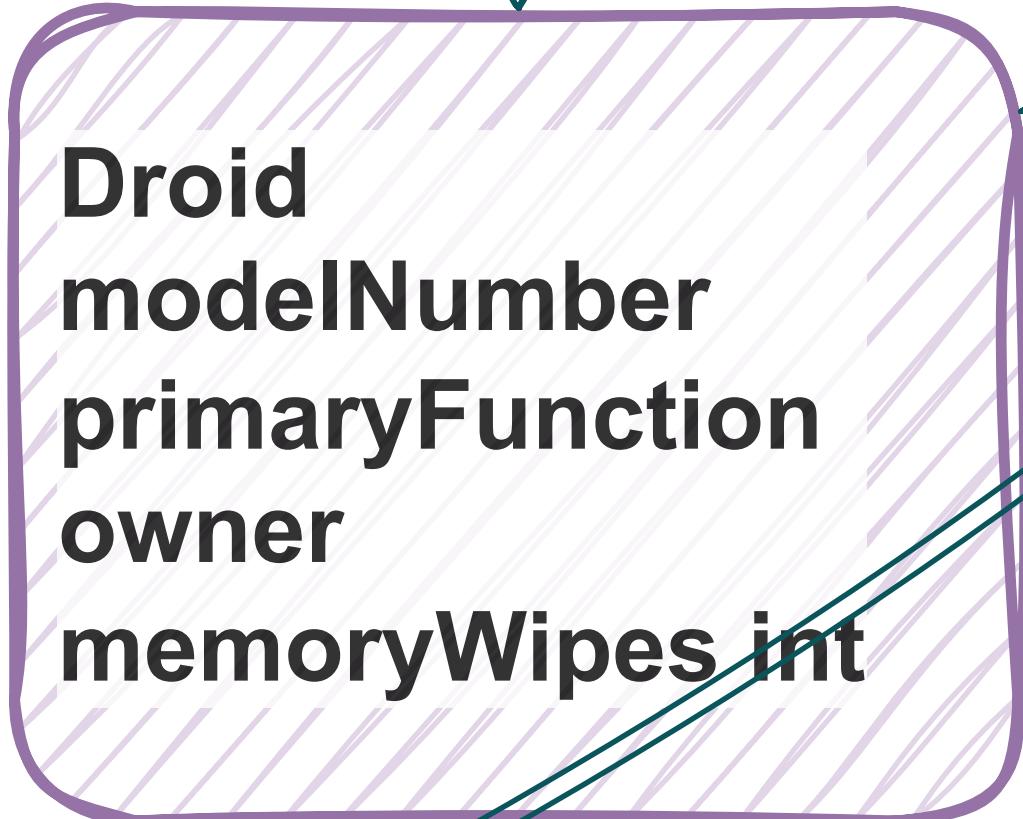


controlled_by (0-To-1)





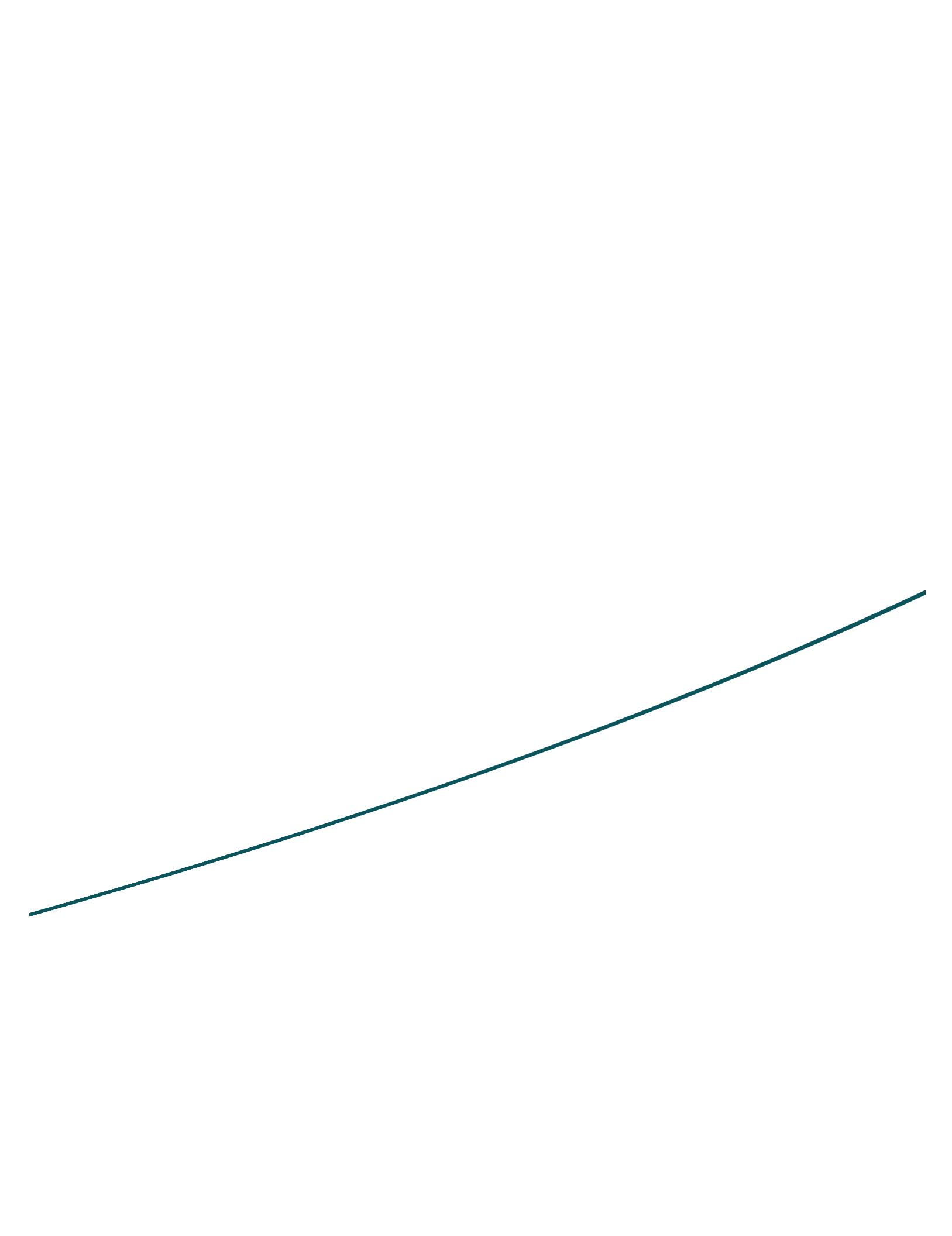
spied_On_By (0-To-N)

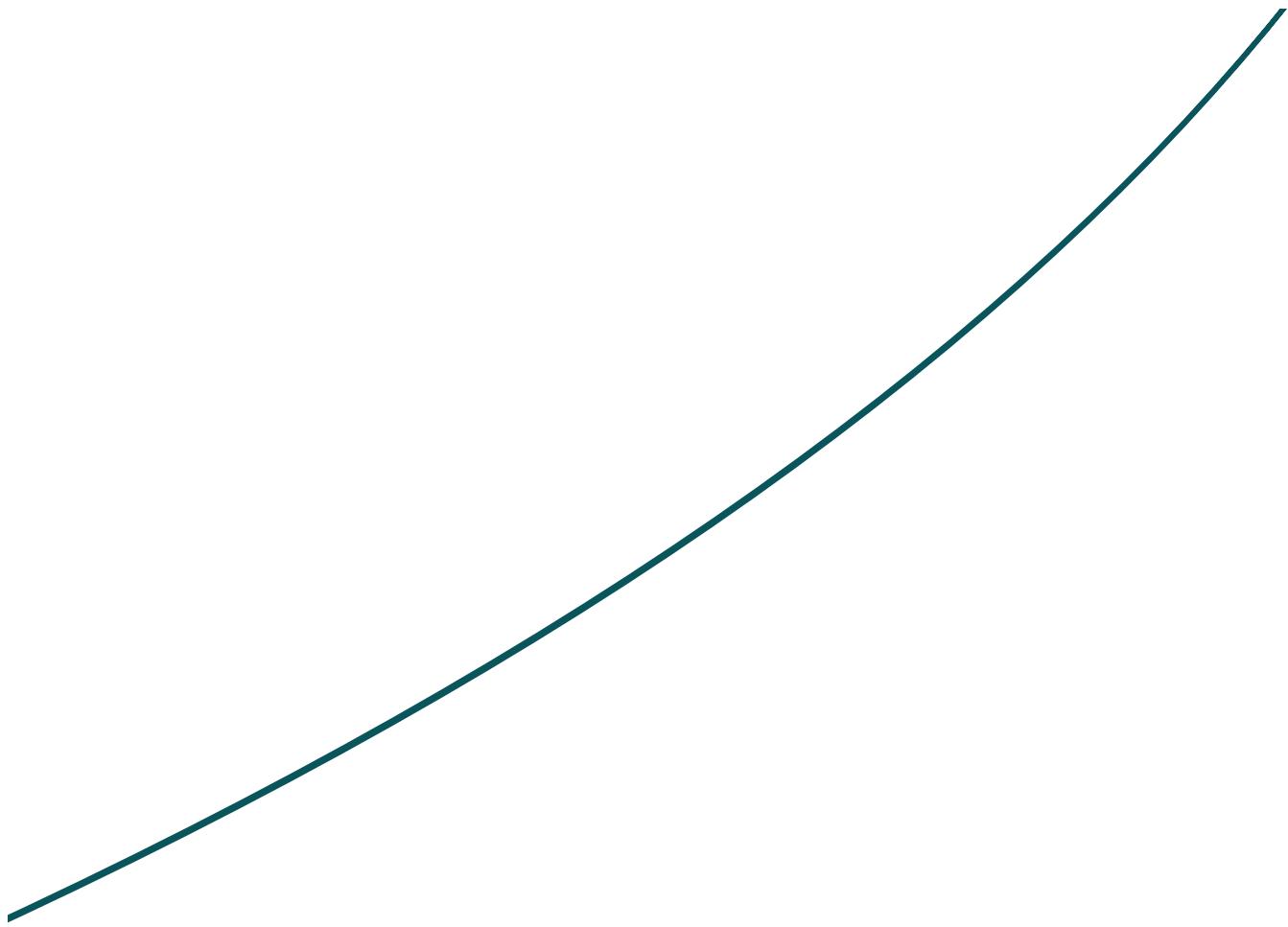


has Sidekick (0-To-1)

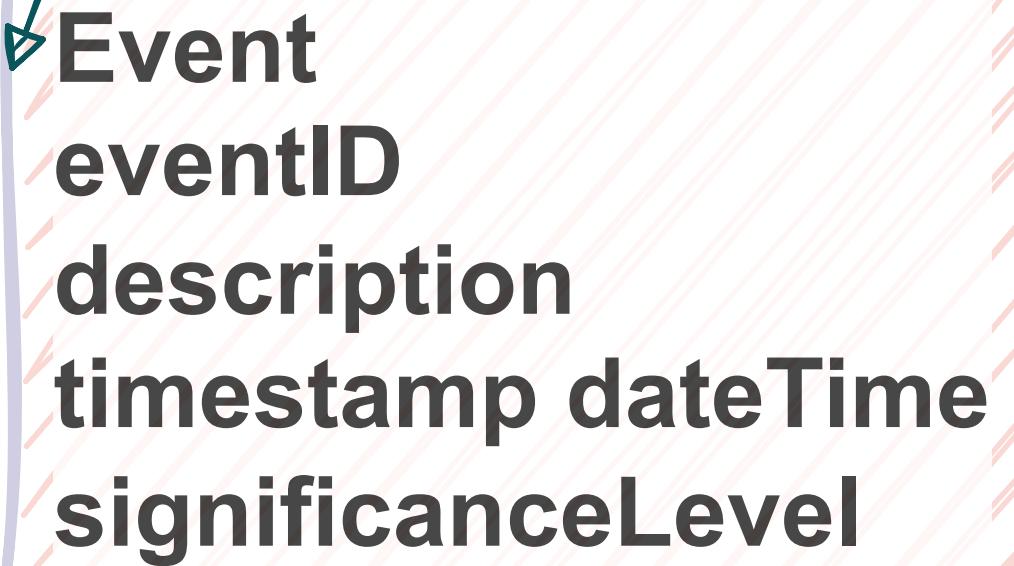
Many)

mission_Location (0-To-1)



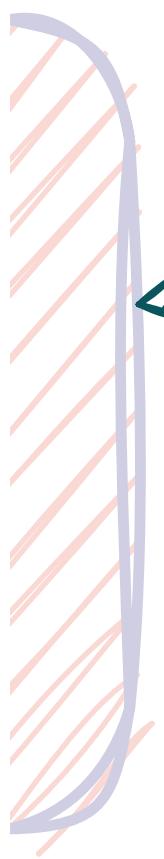


influences (0-To-Many)



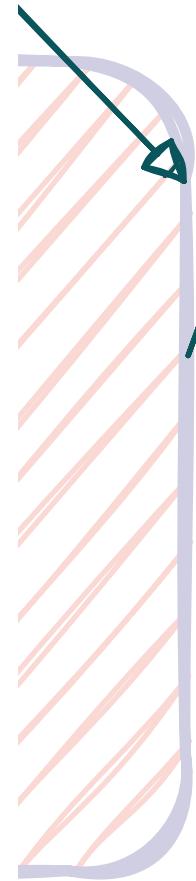
Event
eventID
description
timestamp **dateTime**
significanceLevel

~~located At (0-
incorporate~~



Vehicle
vehicleID
type
speed float
terrainType

~~To-1~~ es_Vehicle (0-To-Many)



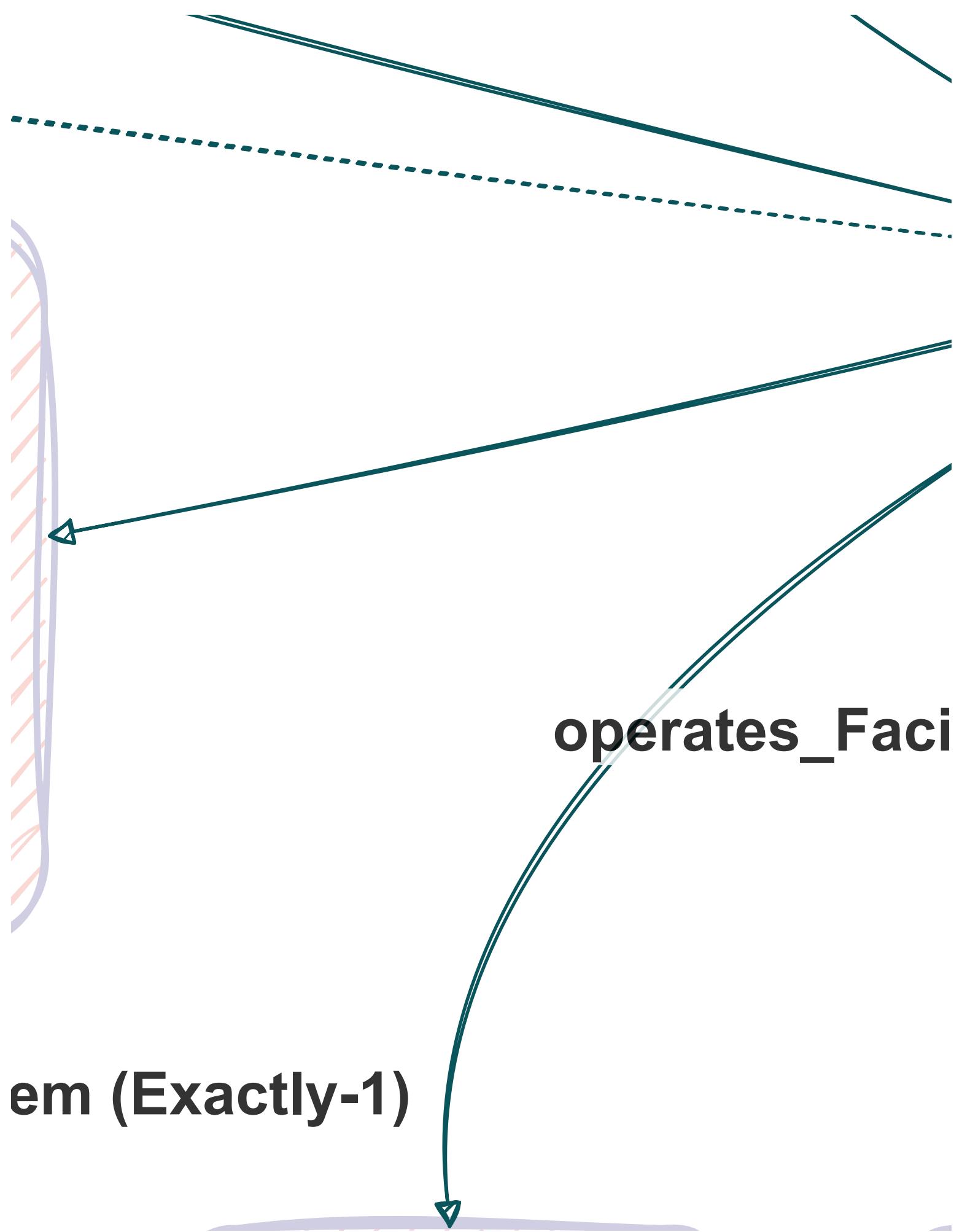
predicts (0-To-Many)

inhabits (0-To-Many)

-1)

Planet
planetID
planetName
starSystem
climate
population long
affiliation
orbitalPeriodDays float

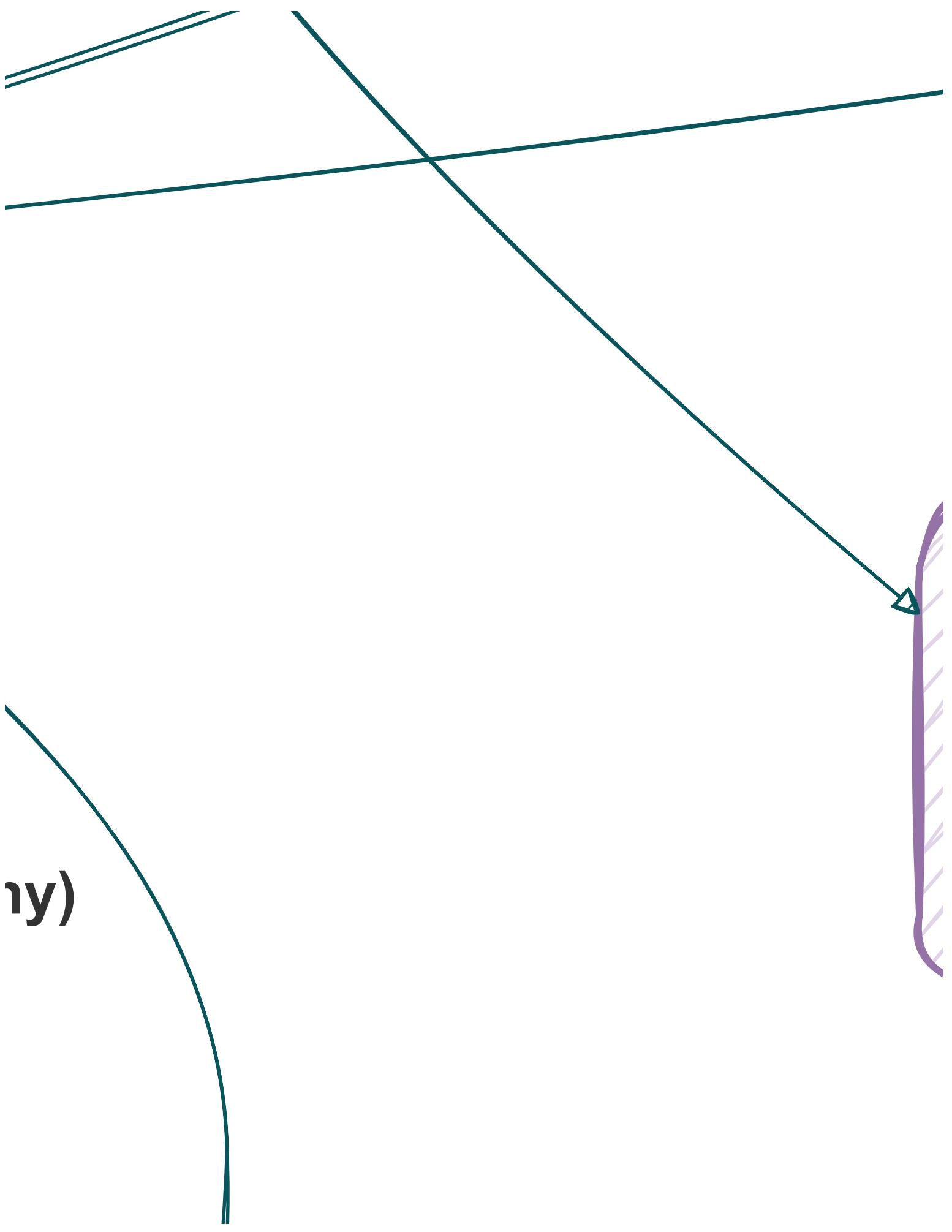
within_System



Faction
factionID
-->
name
leader
primaryGoal
ideology

ility (0-To-Many)

owns_Base (0-To-Mar



no_Force_Ability



ForceAbility
abilityID
name
abilityType
strengthLevel float



The Onto

Once upon a time, she went away, She had a little weekend.

StarWars logy

On a time, in a galaxy
Aurya spent an entir
building a StarWars

far far
re
s Ontology,
i

StarSystem
systemID
systemName
coordinates

EmpireFacility
facilityID
name
securityLevel

A
b
r
h

AllianceBase

baseID

name

hiddenLocation boolean

all



ied_With_Faction (0-To-Many)

because
episodes

that was an excuse
4, 5, and 6. .

to watch