

User	
PK	<u>user_id : long</u>
	user_name : String

RandomEvent	
PK	<u>randomEventsId : long</u>
	random_event_name : String
	random_event_ship: Boolean
	random_event_planet_type: Boolean

Ship	
PK	<u>ship_id : long</u>
	ship_status : Boolean
	ship_health : int
	ship_fuel : int
	ship_damage_buffer : boolean
	random_event_protection : boolean
FK	random_event_ship: boolean

Game	
PK	<u>game_id : long</u>
FK	user_name : String
FK	ship_status : Boolean

PlanetData	
PK	<u>planet_data_id : long</u>
	visitedCount: int

PlanetType	
	<u>planet_type: enum</u>
	base_damage: enum value
	resource_available: enum value

