

User	
PK	<u>id : long</u>
	user_name : String
	oath_key: string

RandomEvent	
PK	<u>Id : long</u>
	name : String
	ship: Boolean
	planet_type: Boolean

Ship	
PK	<u>id : long</u>
	status : Boolean
	health : int
	fuel : int
	damage_buffer : boolean
	random_event_protection : boolean
FK	random_event_ship: boolean

Game	
PK	<u>id : long</u>
FK	user_name : long
FK	ship_status : long

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

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

