

Card		
PK	<u>id int</u>	
	description char(100)	
	type int	

	Player		
PK	id int		
FK1	userId int		
	name char(50)		
FK2	gameld int		
	current_balance int		
FK3	cellId int		
	jail bool		

	Game	
•	PK	id int
		initial_balance int
		turn int
		players array(int)
		start bool

		Property				
	PK	id int				
/	FK1	playerId int null				
	FK2	cellId int				
		name char(50)				
		value int				
		rent int				

	Cell		
PK	id int		
FK1	gameld int		
	type int		
	position int		