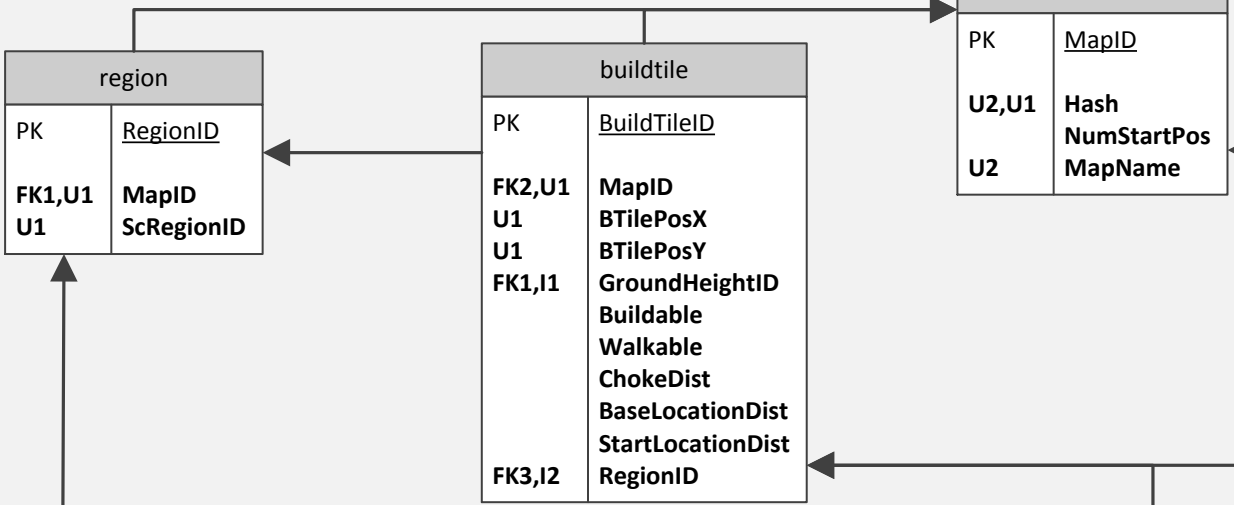


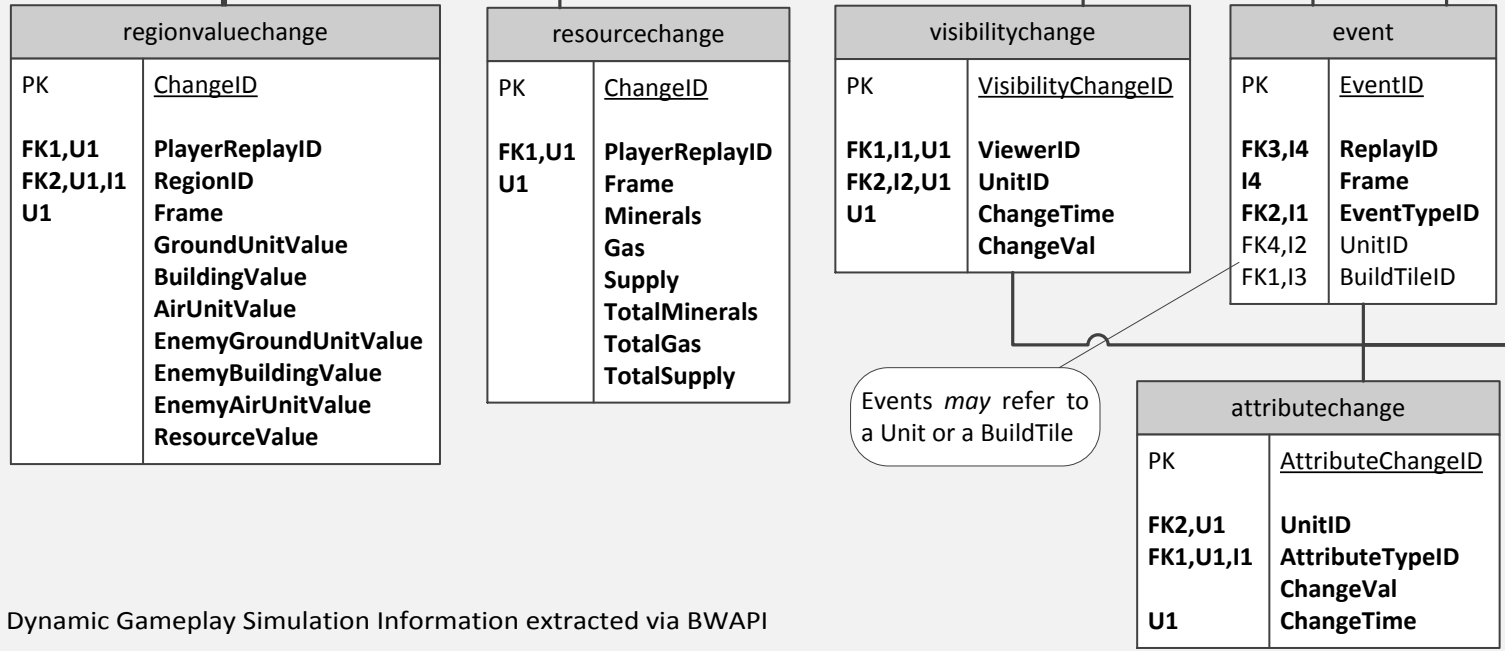
Static Map Information extracted via BWAPI



**Key:**  
 PK: Primary Key  
 U: Unique Index  
 I: Index  
 FK: Foreign Key ←  
 Bold: Required (non null)

Gameplay Information extracted from replay file

Non null constraint cannot be enforced as entries are created before map information is extracted



Dynamic Gameplay Simulation Information extracted via BWAPI

