Tables:

**Sales: name, sales data, release date**

1. **Name, year of release (foreign key) NA sales, EU sales, other sales, Global sales, publisher (foreign key)**

**Reviews: name, critic score, reviews, wishlist**

1. **Name, critic score, user score, rating**
2. **Title, rating, reviews,**
3. **Game name, review**

**Game Description: name, summary, platform, release date**

1. Name, platform, publisher, genre, developer
2. Title, team?, genres, summary
3. Name, console

Final table layout: name, console (platform), publisher/developer, genre, summary

**Popularity: user count**

1. **Name, user count,**
2. **Title, Plays, backlogs, wishlist**

**Raw datasets:**

Video\_Games.csv

Name, platform, release, sales, critic score, Developer, rating

Games.csv

Platform, name, review, score

PopularGames.csv

Title, title, release date, summary, reviews, wishlist, r

Designing a good SQL database structure for organizing data related to video games involves identifying the key entities, their attributes, and the relationships between them. Here's a basic outline for a video game database structure:

1: ['index', 'Name', 'Platform', 'Year\_of\_Release', 'Genre', 'Publisher', 'NA\_Sales', 'EU\_Sales', 'JP\_Sales', 'Other\_Sales', 'Global\_Sales', 'Critic\_Score', 'Critic\_Count', 'User\_Score', 'User\_Count', 'Developer', 'Rating']

2: ['Unnamed: 0', 'Title', 'Release Date', 'Team', 'Rating', 'Times Listed', 'Number of Reviews', 'Genres', 'Summary', 'Reviews', 'Plays', 'Playing', 'Backlogs', 'Wishlist']

3: Console', 'GameName', 'Review', 'Score']

**Draft Ideas**

Tables:

a. Games Table:

- Attributes:

- game\_id (Primary Key)

- title

- release\_date

- popularity\_score

- developer\_id (Foreign Key referencing Developers Table)

- platform\_id (Foreign Key referencing Platforms Table)

b. Platforms Table:

- Attributes:

- platform\_id (Primary Key)

- platform\_name

c. Developers Table:

- Attributes:

- developer\_id (Primary Key)

- developer\_name

d. Sales Table:

- Attributes:

- sale\_id (Primary Key)

- game\_id (Foreign Key referencing Games Table)

- sale\_date

- units\_sold

- revenue

e. Reviews Table:

- Attributes:

- review\_id (Primary Key)

- game\_id (Foreign Key referencing Games Table)

- reviewer\_name

- review\_date

- rating

- comment