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DB Technology

For the Game Collector database, I've decided to use AWS Aurora - A relational SQL database hosted by Amazon AWS services. I decided to pursue SQL, as opposed to NoSQL, because SQL is what I am most comfortable with (and will provide the highest quality for the product) and a relational DB structure lends itself to the relationships I will have to manage between users and their owned games.

Table / Structure

I will have 2 primary tables running the application - a Game table, and a Profile table.
The Game table will house all manner of information pertaining to a game. Its title, description, who made it, as well as an image for the box art. This information will be entered into the table when the user performs the "Add Game" flow (described in the storyboard). Appropriate delete actions will also be performed on the table if the user performs the "Delete Game" flow. It will also contain a foreign key that links it to a unique profile in the "Profile" table. Every game can only have EXACTLY 1 profile who owns it. The "Rank" property will be an integer from 1 - 5. This information will be stored and then reused later on the "Rankings" tab of the application to display the database of the current profile's game in a more visual and interesting way. The profiles table gets added to when a user creates a new profile during the "Create Profile" flow. As a part of the MVP, my application will not allow for profile "deletes" to be performed, as this would potentially involve deleting associated games or handling them in a more complicated way.