1. What is your company name and what type of business does it conduct?

Brown-Byrd Productions

Online Video Game Production Company.

1. Think about the various business activities your company could normally be expected to conduct. From your business’s perspective, formulate and write down a set of business rules to dictate how your company does business. Include at least 10 business rules.
2. Each employee is assigned 1 number to access all their info in the database.
3. The database will hold sub-databases listing education, specialties, info, pay-rate, worked hours/salary amount.
4. Each employee will be paid on the first of the month.
5. A second database will hold the game’s players by the same method, a number assigned to that player.
6. The number will be used to access information about the player, which will be stored in a sub-database.
7. Each player will be put on servers randomly without their knowledge.
8. All databases will be backed up every Wednesday morning.
9. Backups will be kept for 4 weeks.
10. If an employee decides to play the game in their spare time, they will be assigned the same number as their work number.
11. A number will never be used twice.
12. Make a list of proposed data entities that would be involve with (or result from) those business rules.

Employee number data-base would split into sub data-bases named Education and Specialization, General Information, Jobs and Pay Information.

Education List’s the employee’s College, Certifications and other various Education entries.

Specialization lists what specifically the employee is qualified to do. (Code physics, A.I., Design Levels, etc.)

General Information will list the Employee’s name, Number, Address, Telephone.

Jobs will list what the employee actually does around the company.

Pay Information lists the pay rate they earn for each Job they perform and how long they performed it, or how much their salary is if they are not paid hourly.

A Player Database would split into sub-data bases named Player Name, Items, Level, Player VS AI Rating, Player VS Player Rating, General Information, and Purchase History.

The database will work off numbers assigned to the player.

A sub database will hold the screen name the player chose, and any previous names the user may have changed their name from.

Another sub database will hold every item the player has obtained and contain a record of when it was acquired and where. (Which boss, or if it was purchased with real money in game, and when.)

A database will hold the player’s level, and what dates that they obtained each level.

A database will hold the player’s Player VS A.I. history, signifying their win loss ratio against the A.I., so in Group VS AI matches they may be placed with someone close to their skill, or with someone much better if their ratio is low.

A database will hold their Player VS Player win lose ratio so they may be matched against players with similar skill.

A database will hold their general information, including Email, Real name, User names, log in times, and log in IP addresses. (This is to help prevent and help restore a player’s account if it were to be hacked.)

A database will hold the purchase history of a player, listing the last 4 numbers of the card used, card holder’s name, what IP it was bought from, the amount spent, what items were bought, and when it was bought.

1. List relationships among the entities based on your business rules.

An employee will only generate one Number which will be used in both the Employee and Player Databases.

An employee’s number can be used to access information.

A number can be used to identify an employee’s name, or a name may be used to find an employee’s number.

A player’s account will only have one reference number in the Database.

A player’s reference number will be used to access the customer’s information from screen name to items whenever they are loaded onto a server.

1. Draw both a chen data model and a crows foot data model for two of your entities. Use VISIO if at all possible. You may use the drawing tools in MS WORD or PowerPoint, etc. But you must ensure the results are acceptable. Paste the drawing you your .doc or.rtf file.

A player may have only one ID.

A player may have many items.

A player may have only one level at a time, but a level may be assigned to many players.

Each item will have one item ID.

Each item may have many attributes.