

## Description

Database of the games I possess, on which system(s) (console, PC, etc.), how many times I have played them, how much I enjoyed them, and the saga to which they belong.

## Entities

Games

Consoles or Systems

Sagas

Enjoyment

## Relationships

Played times

Owned On

Part Of

Availability

Each game can belong to several consoles or systems, but each console or system can only have one copy of the same game. But multiple games each system. Therefore, N:M

Each Saga can have more than one game, but one game can only belong to one saga. Therefore, N:1

Each Console or System can possess several Sagas, and a Saga can belong to multiple systems. Therefore, N:M

Each game can only have one record of enjoyment. Therefore, 1:1

## High-level interactions

Returning a game / selling a game: Returning a game if I did not enjoy it, would delete it from the Games table, references to it in the Consoles or Systems table (affecting the Belong to a Console or System relationship), it would also affect the belongs to a Saga, but it would remain in the Enjoyment table, as a reminder not to buy the game again, but the relationship would be deleted, as we no longer own it.

Buying a game: By buying a game, it must be registered in the Games table, a relationship should be created to the Belong to Saga, and Belongs to a Console or System

But an entry to the enjoyment table should not be immediately added, as we can buy a game, without playing it for a long time.

## ER Diagram

