Entities

Games(**Title**, reléase\_date, Developer, Classification, Genre)

System(**Name**, release\_date, Company, status, owned\_copies)

Enjoyment(**Game**, Music\_score, Graphics\_score, Gameplay\_score, Story\_score, Global\_score)

Saga(**Name**, total\_games, **members**)

Relationships

OwnedOn(**Title**, **Name**)

Played(**Title**, **Played**\_**times**)

PartOf(**SagaName**, **Title**)

Availability(**SystemName**, **SagaName**)