Project Proposal, Step 4 Draft - "PlayTest" - CS340

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URL: http://flip3.engr.oregonstate.edu:3367/index

NOTE: Please clear browser cache to ensure CSS and JS files function properly.

Executive Summary:

Step 6 Feedback: Our website URL was faulty, so most reviews focused on this. Not all updates implemented.

Changes Made in Response: Fixed issues with Filters, completed missing Updates, and finished all other features we wanted to add, such as blocks for underage customers from renting M rated titles and blocks that prevented rentals of games that were out of stock. Also used SQL to calculate fees, late days, etc.

Step 5 Feedback: Some create functionality wasn't finished. What was finished had bugs.

Changes Made in Response: Fixed issues with all Insertions and took care of bugs. Also implemented all Delete functionality and some Update functionality. Also changed paid from boolean to date.

Step 4 Feedback: Some confusion on how some data appeared on the site. Bugs.

Changes Made in Response: Simplified and removed columns like days late so that these concepts could be replaced with queries that would independently update. Added nullable field to Game_Rentals. Ensured cascades were implemented for M:M.

Step 3 Feedback: Lots of positive feedback on our use of Bootstrap to set up our website.

Changes Made in Response: Made slight tweaks to the front-end in order to more properly adapt SQL tables to it. Converted everything to Jinja to prepare for database implementation.

Step 2 Feedback: Our website URL was faulty, so most reviews focused on this.

Changes Made in Response: Clarified duties of each partner, which were vague in the PDF. Ensured naming consistency between outline, ERD, and Schema. Renamed, added, simplified some attributes, like max_players.

Step 1 Feedback: Noticed we did not add numbers to our Project Outline. Also, our tables missed some aspects like PK and FK.

Changes Made in Response: We added missing numbers/statistics to our Project Outline. Furthermore, ensured all tables and entities clarified the PK and FK attributes.

Project Outline and Database Outline

Our project will be based on a fictional Blockbuster-type store that specializes in video games called "PlayTest". Our database will need to track our many clients (Customers), the products we carry (Games), what a rental order consists of (Rentals), and which consoles our products are available on (Consoles). Our store deals with nearly 50,000 rentals per year across 2,500 customers with a stock of over 100 different games. All of this generates an average annual revenue of over \$500K. Since each rental is for a specific duration of time, 3 day rentals for \$6.00, we will need a database that can track these ~90,000 rentals as well as track the 3-day rental time limit and track any daily late fees incurred, \$2.00 per extra day late. The database would be stored on computers in-store, using a database that related the customers to the games in a ledger of rentals. This project will not just track all entities, but also the rental timeline.

Entities:

Games: The games available for rent, and their relevant information.

- game ID: int, auto increment, unique, not NULL, PK
- title: varchar, not NULL
- max players: int, not NULL
- rating: char, not NULL
- online: bool, not NULL
- publisher: varchar, not NULL
- genre: varchar, not NULL

Relationships:

• M:M with Consoles via intermediate entity, Console Version, implemented with game_id as FK inside Console Version;

Consoles: The devices required to play the games.

- console ID: int, auto increment, unique, not NULL, PK
- name: varchar, not NULL
- company: varchar, not NULL
- portable: bool, not NULL
- vr: bool, not NULL
- backwards comp: bool, not NULL
- max_resolution: int, not NULL

Relationship:

 M:M with Games via intermediate entity, Console Version, implemented with console id as FK inside Console Version;

Console Version: The console-specific entry of a game. Intermediate entity.

- item ID: int, auto increment, unique, not NULL, PK
- game: int, not NULL, FK from Games
- console: int, not NULL, FK from Consoles
- quantity: int, not NULL

Relationship:

- This table is an intermediate entity to display the M:M relationship between Games and Consoles.
- M:M with Rentals, implemented in Game_Rentals table with item_id as FK;

Customers: The clients renting out video games and accessories.

- customer ID: int, auto increment, unique, not NULL, PK
- first_name: varchar, not NULL
- last name: varchar, not NULL
- street: varchar, not NULL
- city: varchar, not NULL
- state: varchar, not NULL
- zip: int, not NULL
- phone: int, not NULL
- email: varchar
- birthday: date, not NULL (rental restriction)

Relationships:

• 1:M with Rentals implemented with customer id as FK inside Rental;

Rentals: The games that a customer is renting in a single visit to the store.

- rental ID: int, auto increment, unique, not NULL, PK
- customer: int, not NULL, FK from Customer
- paid: date, default to NULL
- rent date: date, not NULL

Relationships:

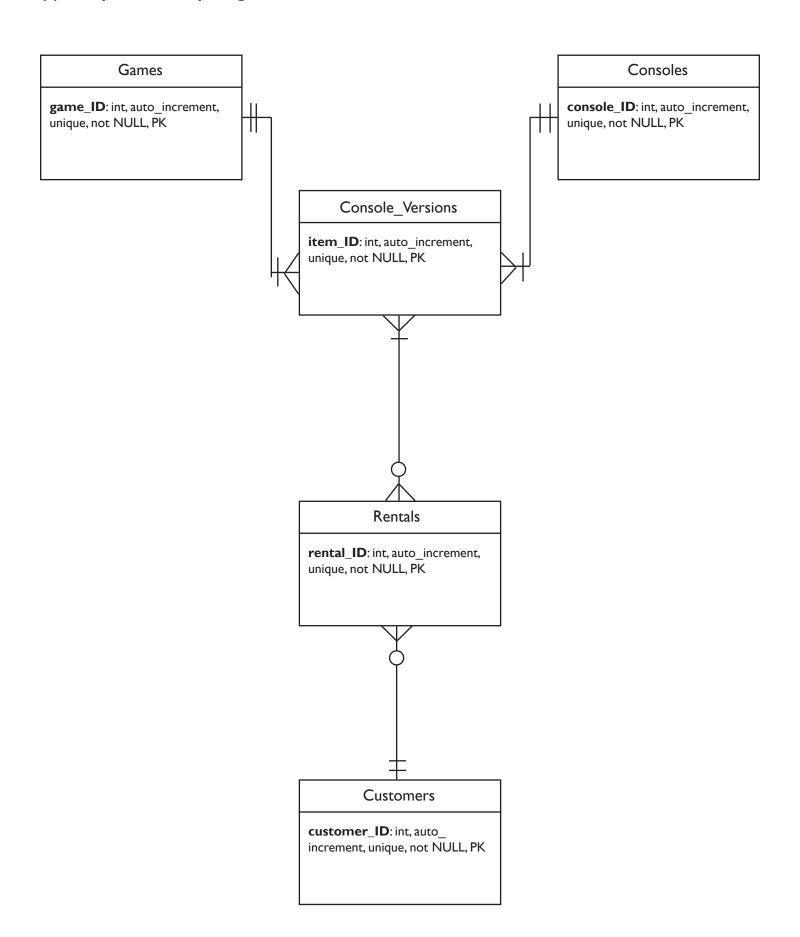
• M:M with Console Version, implemented with the Game_Rentals table with item_count as FK;

Note: There is another table, **Game_Rentals**, that is not listed as it is not an entity.

Breakdown of Responsibilities:

Dan will focus primarily on implementing the DB tables and backend functionality of Games, Consoles, and the intermediate table of Console Versions, while Garrett will primarily focus on implementing the tables and backend functionality of Customers and Rentals. The implementation also involves the creation of the webpage for that particular table, so Dan will handle the webpages for adding/deleting/updating the Games and Consoles entities and Garrett will handle the webpages for Customers and Rentals.

(c) Entity-Relationship Diagram

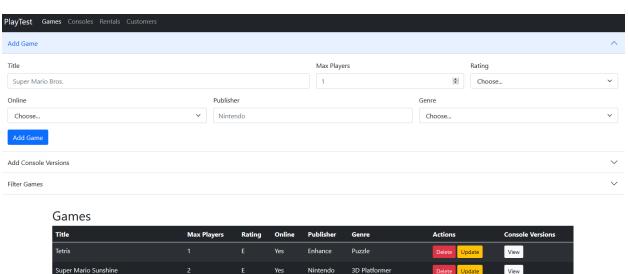


(d) Schema

```
Games (
                                                                 Consoles (
       game_ID, ←
                                                                     → console_ID,
       title,
                                                                        name,
       player_count,
                                                                        company,
       rating,
                                                                        portable,
       online,
                                                                        vr,
       publisher,
                                                                        backwards_comp,
       genre
                                                                        max_resolution,
)
                               Console_Versions (
                                      item_ID,
                                      game,
                                      console, -
                                      quantity,
                               )
                               Game_Rentals(
                                      game_version, —
                                      rental -
                               )
                                Rentals (
                                       rental_ID, ←
                                       customer, -
                                       rent_date,
                                )
                                       paid
                                Customers (
                                       customer_ID,
                                       first_name,
                                       last_name,
                                       street,
                                       city,
                                       state,
                                       zip,
                                       phone,
                                       email,
                                       birthday,
                                )
```

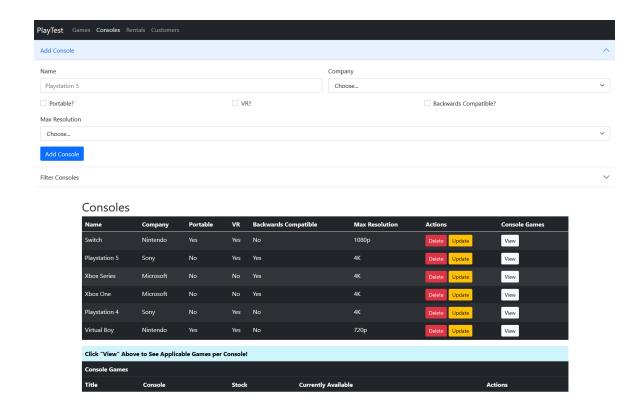
UI Screenshots

Create/Read/Display/Delete/Filter Games and Create/Read/Display/Delete Console_Versions /games

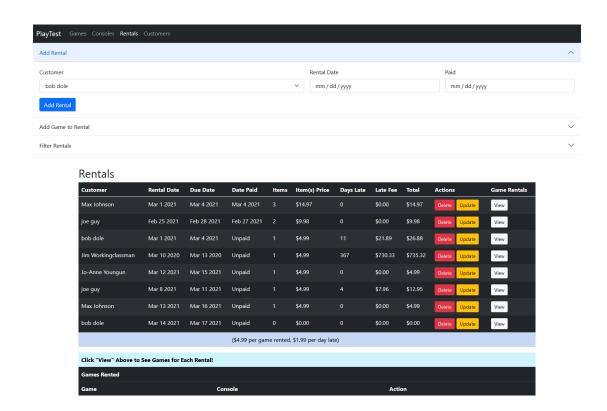


View Strategy LoZ Wind Waker Action-Adventure Crash Bandicoot 4: It's About Time 3D Platformer View Unknown Super Mario Bros. 2 Action-Adventure View View Super Mario Bros. 3 Action-Adventure Microsoft First-Person Shoote Click "View" Above to See Applicable Console Versions! Console Versions **Currently Available**

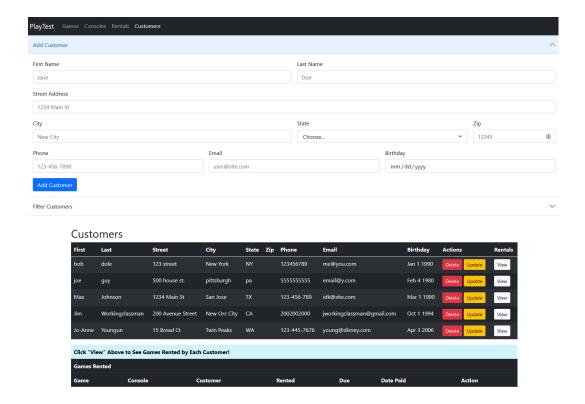
Create/Read/Display/Delete/Filter Consoles and Read/Display/Delete Console_Versions /consoles



Create/Read/Display/Delete/Filter Rentals and Create/Read/Display/Delete Game_Rentals /rentals

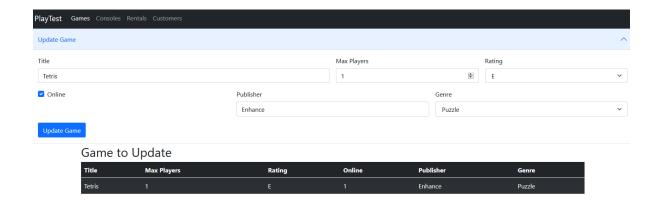


Create/Read/Display/Delete/Filter Customers and Read/Display/Delete Game_Rentals /customers



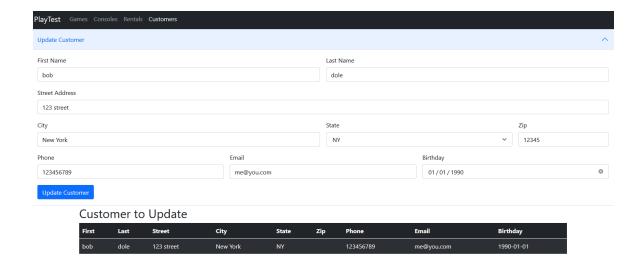
Update Games

/update_game



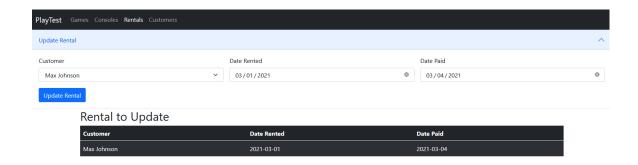
Update Consoles

/update_console



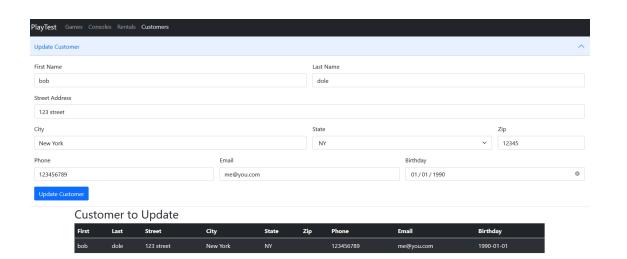
Update Rentals

/update_rental



Update Customers

/update_customer



Update/Delete Console_Versions

/update_version

