

CSE 111 Fall 2024: Project Checkpoint 3

Video Game Database

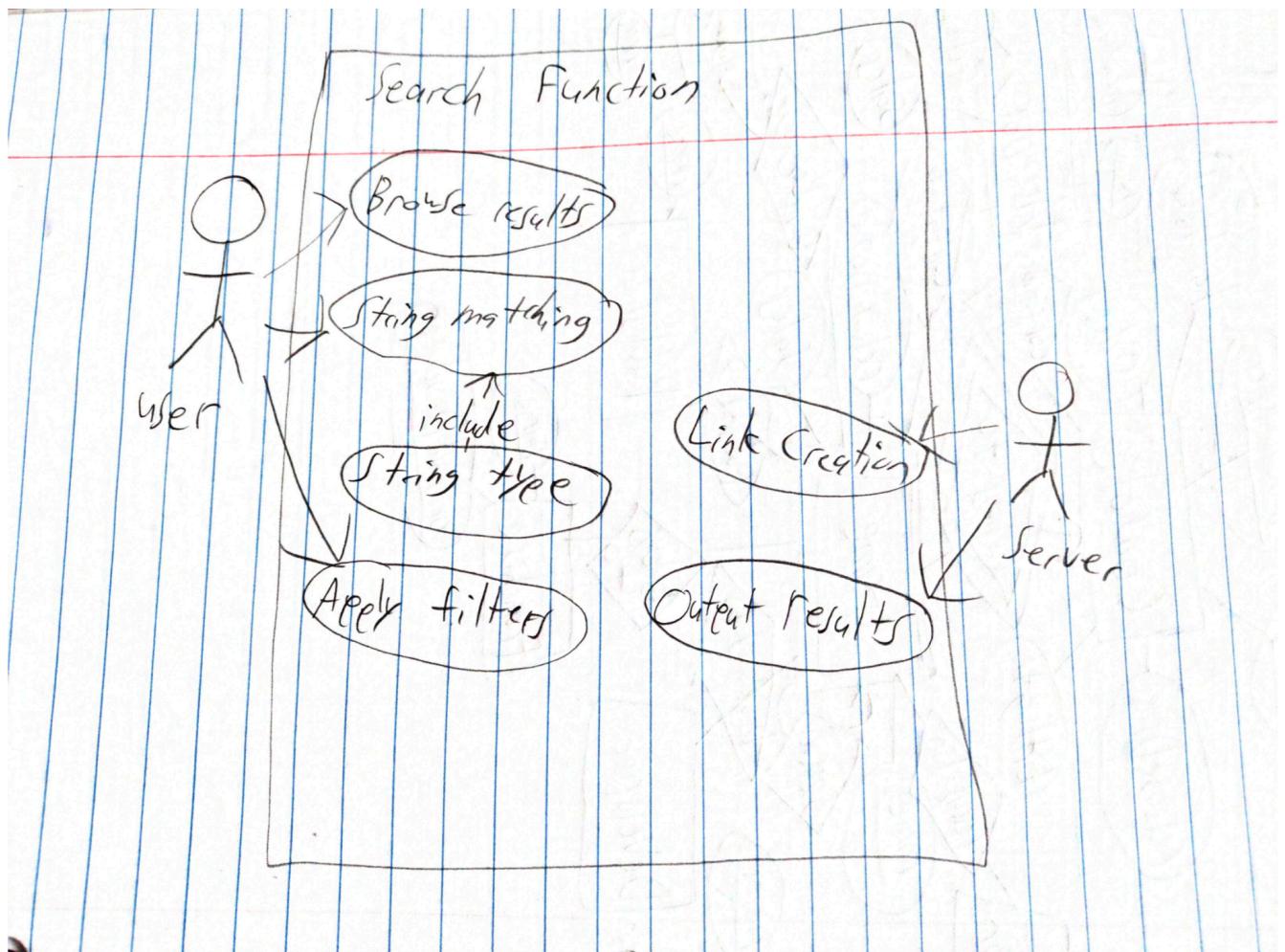
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Synopsis

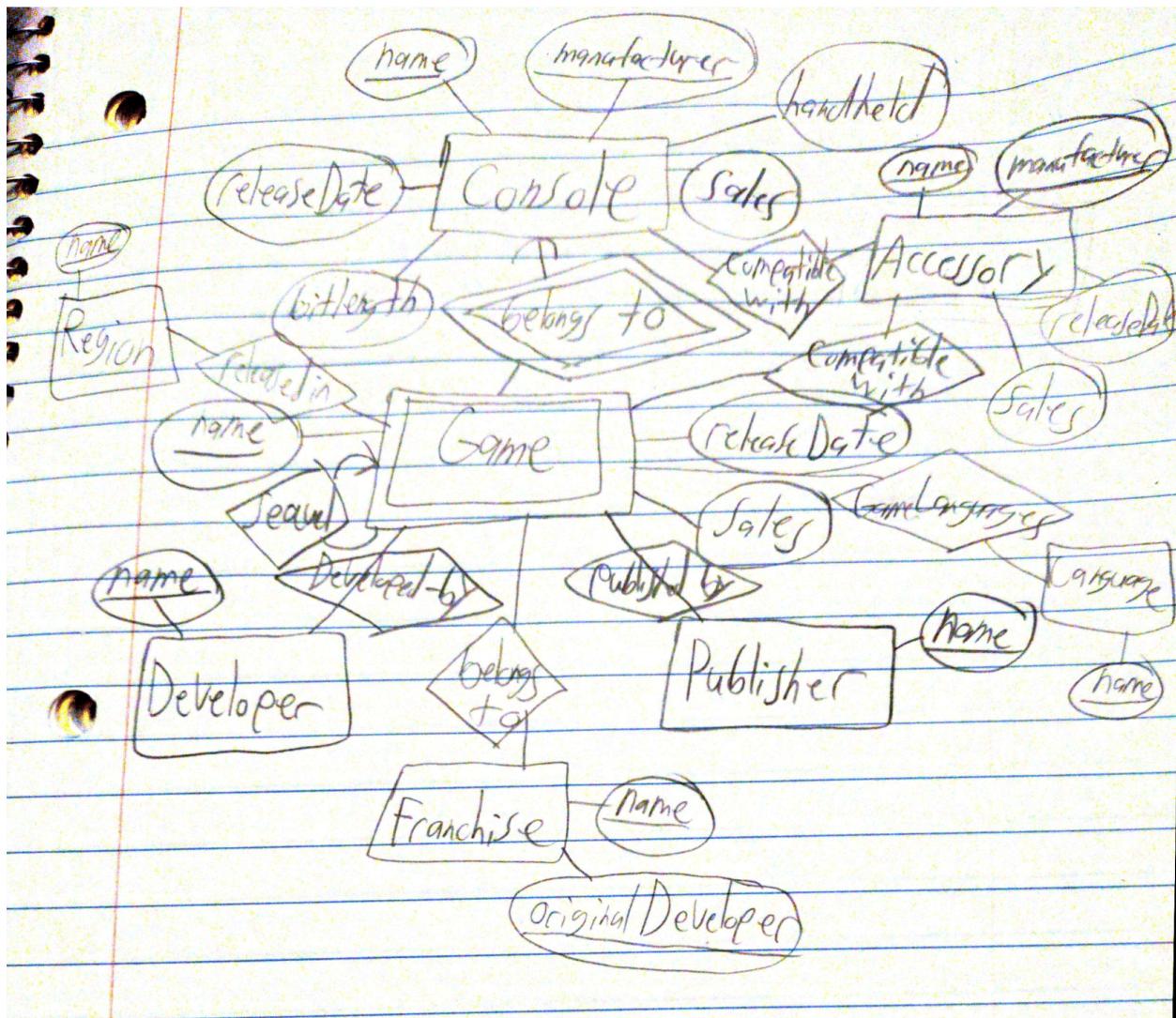
This is a database that holds information about video games and video game systems. Games that are released across multiple systems are considered to be different for this database implementation. The application will be a search function that allows for searching of video games through a variety of filters such as title, sales. It also allows for inserting, updating, and deleting existing data.

UML Use Case Diagram

The main use case is for users to search for games or other video game related entities (developers, publishers, etc). A user uses the application to search for their desired info through the use of filters, ranges, and string matching.



ER Diagram



Relational Schema

- Console(name, manufacturer, releaseDate, handheld, bitLength, sales)
 - Game(name, consoleName, consoleManufacturer, releaseDate, genre, sales, prequelName, prequelConsole)
 - Developer(name, dateFounded)
- > GameDeveloped(gameName, consoleName, developerName)

- Publisher(name, dateFounded)
 - GamePublished(gameName, consoleName, publisherName)
- Region(name, encodingStandard)
 - GameRegion(regionName, gameName, consoleName)
- Accessory(name, manufacturer, releaseDate, sales)
 - AccessoryConsole(name, manufacturer, consoleName)
 - AccessoryGame(name, manufacturer, gameName, gameManufacturer)
- Language(name)
 - GameLanguage(languageName, gameName, consoleName)
- Franchise(name, originalDeveloper)
 - FranchiseGame(name, originalDeveloper, gameName, consoleName)