 Statement and Confirmation of Own Work

|  |
| --- |
| ***A signed copy of this form must be submitted with every assignment.***  ***If the statement is missing your work may not be marked.*** |

Student Declaration

I confirm the following details:

|  |  |
| --- | --- |
| Candidate Name: | AMAAN AL MIR |
| Candidate ID Number: |  |
| Qualification: | L5DC |
| Unit: | Database Design and Development |
| Centre: | APTECH QATAR |
| I have read and understood both NCC Education’s *Academic Misconduct Policy* and the *Referencing and Bibliographies* document. To the best of my knowledge my work has been accurately referenced and all sources cited correctly.  I confirm that this is my own work and that I have not colluded or plagiarised any part of it. | |
| Candidate Signature: |  |
| Date: | Feb 6, 2023 |



**OPS020\_dec16\_Candidate+Statement+of+Own+Work.doc**

# Cover

Cover

Database Design and Development

Prepared by

Amaan Al Mir

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# Introduction

The video game industry has seen tremendous growth in recent years, with the global market expected to reach $196 billion by 2022. With this rapid expansion, it's becoming increasingly important for businesses in the gaming industry to have a strong online presence. One such business is Al Mir Gaming, a retail store that specializes in selling video games and related merchandise. With a reputation for providing excellent customer service and a wide variety of games to choose from, Al Mir Gaming has built a loyal customer base.

However, in order to remain competitive and continue to grow, the company has recognized the need to take their business online. In order to do this, they have decided to implement a database system to help them manage their inventory and customer information more effectively. In this report, we will explore the requirements for the database system that Al Mir Gaming needs, the different options available to them, and the advantages and disadvantages of each option. We will also provide recommendations for the best solution for the company's needs and a detailed implementation plan.

(Epic Games Store, 2023)

# Database Requirements

The operations at Al Mir Gaming include managing inventory, processing sales, handling customer orders, and providing customer support. The store also regularly updates their product offerings and promotions, which need to be reflected in the database. Additionally, Al Mir Gaming runs various marketing campaigns and promotions to attract new customers and retain existing ones, which need to be tracked and analyzed in the database.

To support these operations, the database should include data on store’s available video games including title, release year, publisher, platforms, regions, price and available discounts. The database should also store information on the store's customers, including contact details and purchase history.

A short list of all the tables that should be in the database:

|  |  |
| --- | --- |
| * Publishers * Platforms * Genres * Regions * Games * Game Platforms | * Game Genres * Game Regions * Payment Methods * Customers * Reviews * Transactions & Invoices |

# ER Diagram



Diagram created using Microsoft SQL Server Management Studio 2019.

# Data Dictionary

Table

## Publishers

|  |  |  |  |
| --- | --- | --- | --- |
| Column | Data Type | Constraints | Description |
| Id | INT | PRIMARY KEY, IDENTITY(1,1), NOT NULL | Unique identifier for each publisher |
| Publisher | NVARCHAR(250) | UNIQUE, NOT NULL | Name of the publisher |

Table

## Platforms

|  |  |  |  |
| --- | --- | --- | --- |
| Column | Data Type | Constraints | Description |
| Id | INT | PRIMARY KEY, IDENTITY(1,1), NOT NULL | Unique identifier for each platform |
| Platform | NVARCHAR(100) | UNIQUE, NOT NULL | Name of the platform |
| PlatformShort | VARCHAR(4) | NULL | A shorthand or abbreviation for the platform |

Table

## Genres

|  |  |  |  |
| --- | --- | --- | --- |
| Column | Data Type | Constraints | Description |
| Id | INT | PRIMARY KEY, IDENTITY(1,1), NOT NULL | Unique identifier for each genre |
| Genre | NVARCHAR(50) | UNIQUE, NOT NULL | Name of the genre |

Table

## Regions

|  |  |  |  |
| --- | --- | --- | --- |
| Column | Data Type | Constraints | Description |
| Id | INT | PRIMARY KEY, IDENTITY(1,1), NOT NULL | Unique identifier for each region |
| Region | VARCHAR(50) | UNIQUE, NOT NULL | Name of the region |

Table

## PaymentMethods

|  |  |  |  |
| --- | --- | --- | --- |
| Column | Data Type | Constraints | Description |
| Id | INT | PRIMARY KEY, IDENTITY(1,1), NOT NULL | Unique identifier for each payment method |
| PaymentMenthod | VARCHAR(250) | UNIQUE, NOT NULL | Type of payment |

Table

## Games

|  |  |  |  |
| --- | --- | --- | --- |
| Column | Data Type | Constraints | Description |
| Id | INT | PRIMARY KEY, IDENTITY(1,1), NOT NULL | Auto-incrementing primary key for the table |
| Title | NVARCHAR(250) | NOT NULL | Name of the game |
| Edition | NVARCHAR(50) | DEFAULT 'Standard', NULL | Edition of the game |
| ReleaseYear | INT | NOT NULL, CHECK (ReleaseYear >= 1900 AND ReleaseYear <= 2100) | Release year of the game |
| PublisherId | INT | NOT NULL, FOREIGN KEY REFERENCES Publishers(Id) | ID of the publisher of the game |
| Price | FLOAT | NOT NULL | Price of the game |
| Discount | INT | DEFAULT 0, NULL, CHECK (Discount >= 0 AND Discount <= 100) | Discount on the price of the game, if any |



Table

## GamePlatforms

|  |  |  |  |
| --- | --- | --- | --- |
| Column | Data Type | Constraints | Description |
| GameId | INT | PRIMARY KEY CLUSTERED, FOREIGN KEY REFERENCES Games(Id), NOT NULL | ID of a game |
| PlatformId | INT | PRIMARY KEY CLUSTERED, FOREIGN KEY REFERENCES Platforms(Id), NOT NULL | ID of the platform of the game |

Table

## GameGenres

|  |  |  |  |
| --- | --- | --- | --- |
| Column | Data Type | Constraints | Description |
| GameId | INT | PRIMARY KEY CLUSTERED, FOREIGN KEY REFERENCES Games(Id), NOT NULL | ID of a game |
| GenreId | INT | PRIMARY KEY CLUSTERED, FOREIGN KEY REFERENCES Genres(Id), NOT NULL | ID of the genre of the game |

Table

## GameRegions

|  |  |  |  |
| --- | --- | --- | --- |
| Column | Data Type | Constraints | Description |
| GameId | INT | PRIMARY KEY CLUSTERED, FOREIGN KEY REFERENCES Games(Id), NOT NULL | ID of a game |
| RegionId | INT | PRIMARY KEY CLUSTERED, FOREIGN KEY REFERENCES Regions(Id), NOT NULL | ID of the region of the game |

Table

## Customer

|  |  |  |  |
| --- | --- | --- | --- |
| Column | Data Type | Constraints | Description |
| Id | INT | PRIMARY KEY, IDENTITY(1,1), NOT NULL | Unique identifier for each customer |
| Email | NVARCHAR(250) | UNIQUE, NOT NULL | Email address of the customer |
| Username | VARCHAR(32) | NOT NULL | User name of the customer |
| Password | NVARCHAR(250) | NOT NULL | Password of the customer |
| RegionId | INT | NOT NULL, FOREIGN KEY REFERENCES Regions(Id) | The region the customer is from |
| DefaultPayme-ntMethodId | INT | NULL, FOREIGN KEY REFERENCES PaymentMethods(Id) | The default payment method for the customer |
| Address | INT | NULL | The customer’s address |

Table

## Reviews

|  |  |  |  |
| --- | --- | --- | --- |
| Column | Data Type | Constraints | Description |
| CustomerId | INT | PRIMARY KEY CLUSTERED, NOT NULL, FOREIGN KEY REFERENCES Customers(Id) | The ID of the customer who wrote the review |
| GameId | INT | PRIMARY KEY CLUSTERED, NOT NULL, FOREIGN KEY REFERENCES Games(Id) | The ID of the game being reviewed |
| Rating | INT | NOT NULL, CHECK (Rating >= 1 AND Rating <= 10) | The rating given by the customer, between 1 and 10 |
| Review | NVARCHAR(max) | NULL | The text of the review written by the customer |

Table

## Transactions

|  |  |  |  |
| --- | --- | --- | --- |
| Column | Data Type | Constraints | Description |
| Id | INT | PRIMARY KEY, IDENTITY(1,1), NOT NULL | Unique identifier for each transaction |
| CustomerId | INT | NOT NULL, UNIQUE CLUSTERED, FOREIGN KEY REFERENCES Customers(Id) | The customer associated with the transaction |
| GameId | INT | NOT NULL, UNIQUE CLUSTERED, FOREIGN KEY REFERENCES Games(Id) | The game bought by the customer |
| Date | DATETIME | NULL, DEFAULT GETDATE() | The data of transaction |
| Payment-MethodId | INT | NOT NULL, FOREIGN KEY REFERENCES PaymentMethods(Id) | The payment method used for transaction |
| TotalPrice | FLOAT | NOT NULL | The price paid |

Table

## Invoices

|  |  |  |  |
| --- | --- | --- | --- |
| Column | Data Type | Constraints | Description |
| Id | INT | PRIMARY KEY, IDENTITY(1,1), NOT NULL | An ID for each invoice generated |
| OrderId | INT | FOREIGN KEY REFERENCES Transactions(Id) | Id of the transaction this invoice is related to |
| Date | DATETIME | NULL, DEFAULT GETDATA() | Date the invoice was created |

# Normalization

Normalization is the process of structuring a database in an organized way. This includes creating tables and establishing connections between those tables based on specific rules. These rules are put in place to protect the data and to make the database more efficient by reducing duplicate data and eliminating any inconsistencies.

(Russell, 2014)



(DBMS Normalization, n.d.)

## Justification

The table Publishers, Platforms, Genres, Regions and PaymentMethods are in 3NF because each non-primary key column is dependent on the primary key, "Id," and there are no transitive dependencies between non-primary key columns. The table also contains no repeating groups of data.

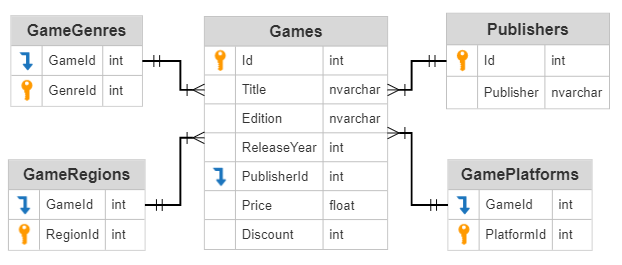
The table Games has a primary key of Id and all non-key columns functionally dependent on the primary key. The columns ReleaseYear and Discount have check constraints that enforce domain integrity. Also, the foreign key PublisherId references the primary key of the Publishers table, enforcing referential integrity.

The tables GamePlatforms, GameGenres, and GameRegions has a composite primary key of GameId and PlatformId, GenreId and RegionId and no non-key columns. And they do not contain any repeating groups of data.

The tables Customers, Transactions and Invoices has a primary key of Id and all non-key columns functionally dependent on the primary key.

The table Reviews has a composite primary key of CustomerId and GameId and all non-key columns functionally dependent on the composite primary key.

In addition, all of the tables have no transitive dependencies. All non-key columns are directly dependent on the primary key, and all foreign keys reference a primary key in another table.



## Summary

To check if tables are well structured, Third Normal Form (3NF) was applied by ensuring that there are no transitive dependencies, meaning that non-primary key columns should not be dependent on other non-primary key columns.

Normalization is the process of organizing data in a database to reduce data redundancy and improve data integrity. In the context of update, insertion, and deletion anomalies, normalization helps to solve these problems by ensuring that each piece of data is stored in only one place, and that relationships between tables are clearly defined.

For example, in the "Games" table, the publisher of the game is specified by the "PublisherId" column, which is a foreign key referencing the "Publishers" table. This ensures that the Publisher name is only stored in one place, in the "Publishers" table, and can be easily updated or deleted without affecting other tables. If the Publisher name was stored in multiple places, such as in the "Games" and "Transactions" tables, updating or deleting the publisher name would require changing it in multiple places, which would increase the likelihood of errors and inconsistencies.

## Conclusion

Overall, normalization helps to solve update, insertion, and deletion anomalies by ensuring that each piece of data is stored in only one place, and that relationships between tables are clearly defined. This makes it easier to maintain the integrity of the data and reduces the chance of errors and inconsistencies.

(Watt, 2014)

# SQL Scripts

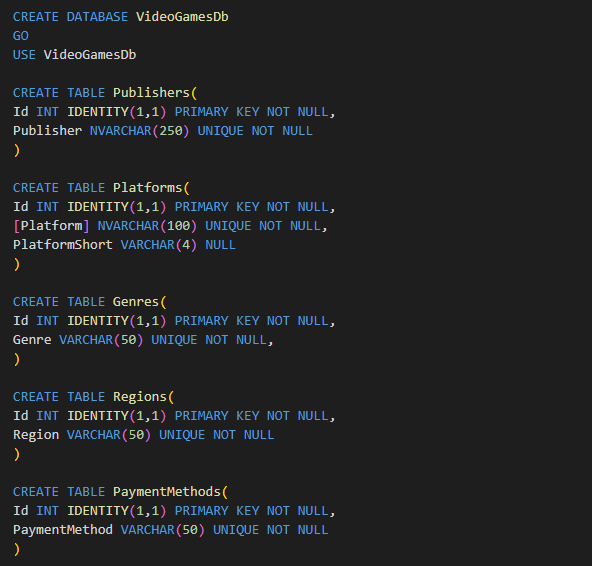
SQL can enhance a database by allowing for efficient and accurate data retrieval, modification and management through the use of well-structured tables, carefully chosen fields and data types, and proper data normalization. It also enables the use of constraints and indexes for data integrity and performance optimization.

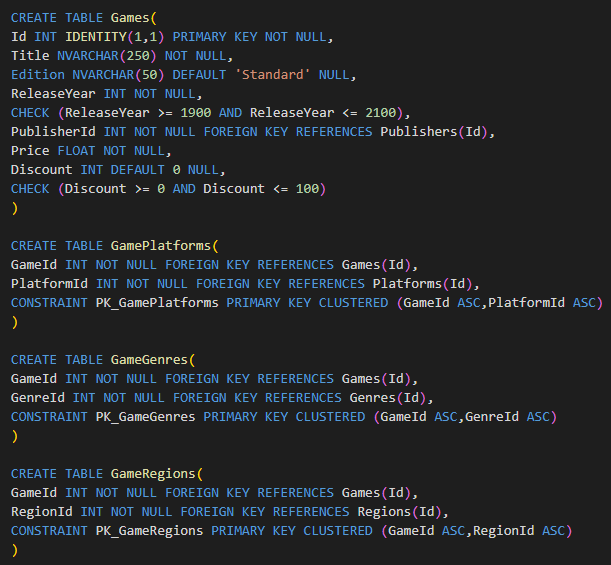
SQL can also be used to make decisions about fields and data types. For example, the use of the CREATE TABLE statement allows for the specification of data types for each field. SQL can also be used to add constraints to fields which can aid in maintaining data integrity.

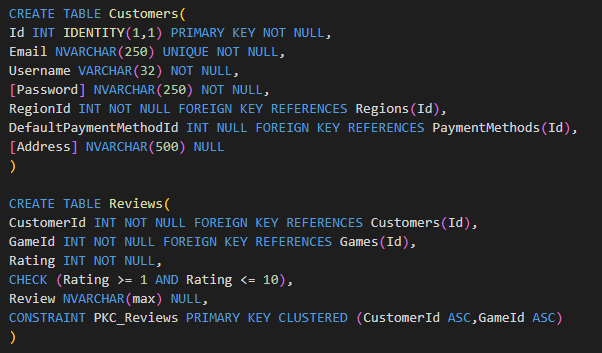
(SQL Tutorial, n.d.)

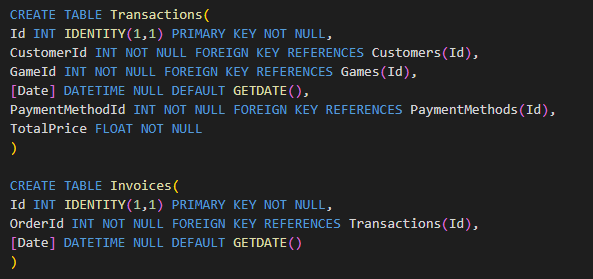
This database has been created in Microsoft SQL Server using Microsoft SQL Server Management Studio (SSMS).

Below are the queries used to create the database and the tables in the database in order of their execution.







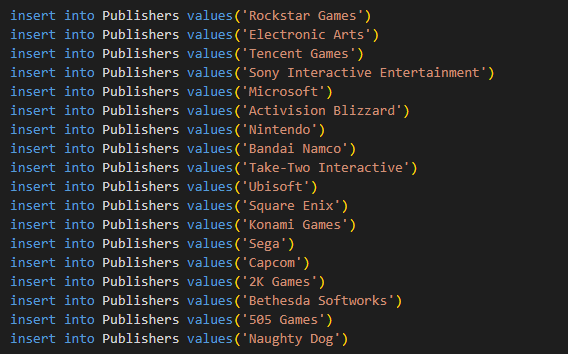


In developing these scripts for the database, the table structure, fields and data types were carefully considered using SQL. The process involved creating a logical representation of the data and mapping it to the physical design. During the process, issues such as data constraints and relationships between tables were addressed and resolved. SQL was used to specify the fields, data types and constraints for each table, ensuring the data was stored and organized in a way that met the requirements of the business. The use of SQL has enhanced the database by providing a standardized way to define and manipulate data, allowing for more efficient and effective management of the data.

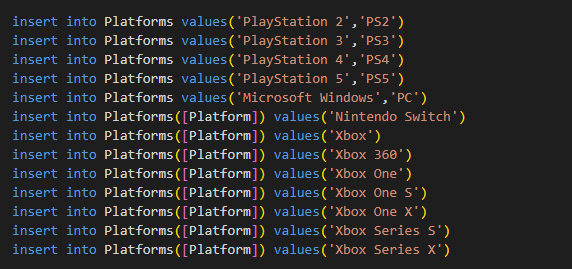
# Data Population

Below are the insert queries used to populate this database with sample data in order of insertion.

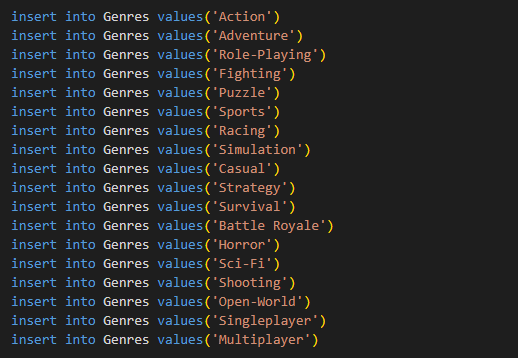
Inserting names of companies in the Publishers table.



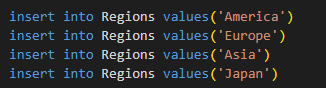
Inserting various gaming platforms in the Platforms table.



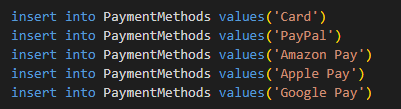
Inserting types of gaming genres in the Genres table.



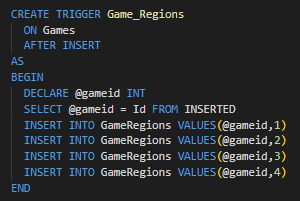
Regions



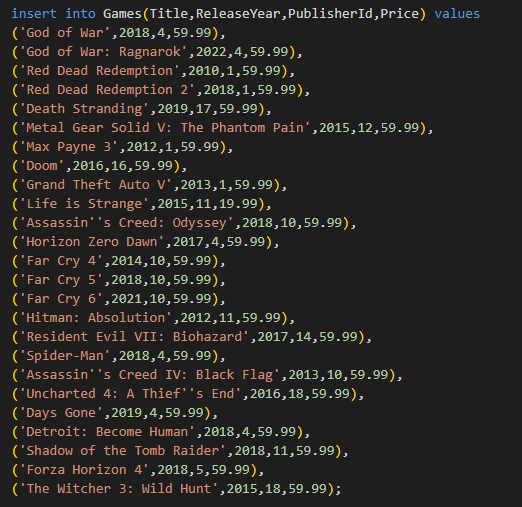
Different payment methods available to customers.



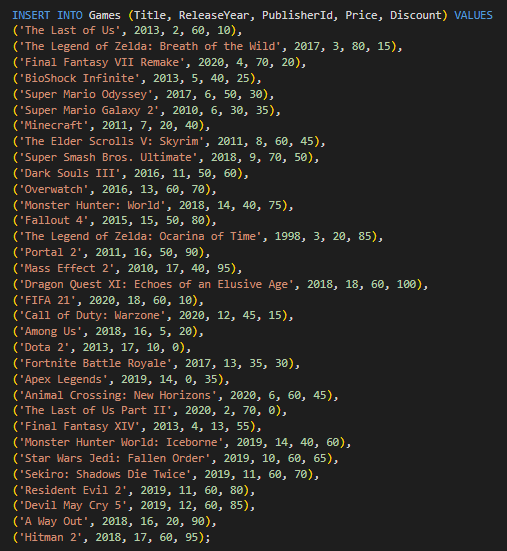
Before adding data to the Games table, I created a trigger that will automatically populate the GameRegions table. This is because mostly all games are available on all regions.



List of video games (without discount)

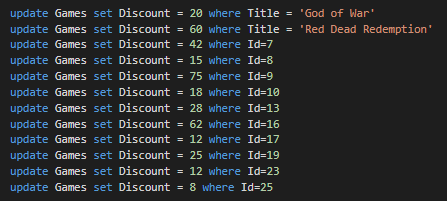


List of video games (with discount)

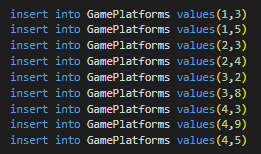


Having columns as NULL type can be an issue sometimes if there’s a need to add the value but mistakenly inserted a record with it.

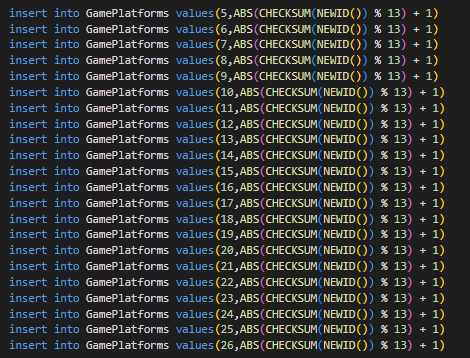
When this happens, the UPDATE statement can be used to update a record.



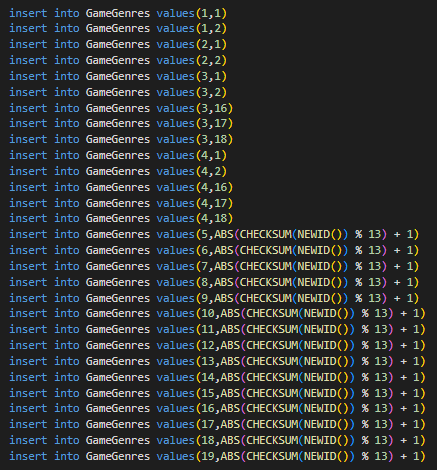
Inserting platforms to for each game in GamePlatforms.



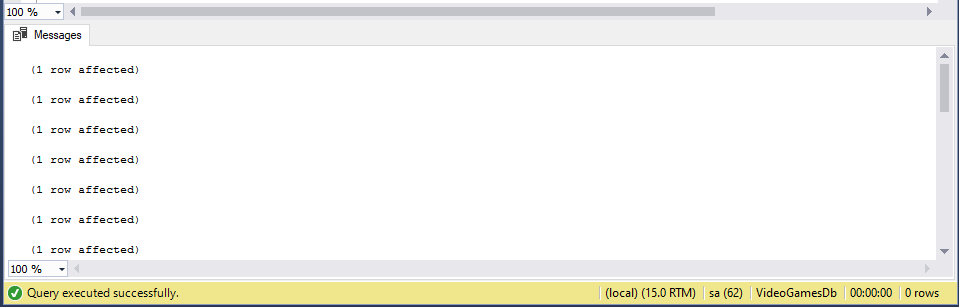
Since there’re so many games and this is just a sample data, I’ve used a SQL function to insert random values to the columns.



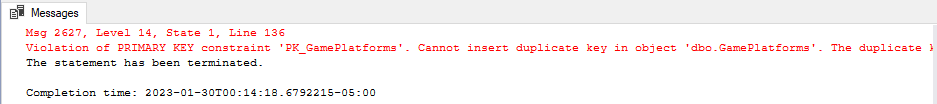
Inserting records to GameGenres



Inserting the records successfully will show the message below.

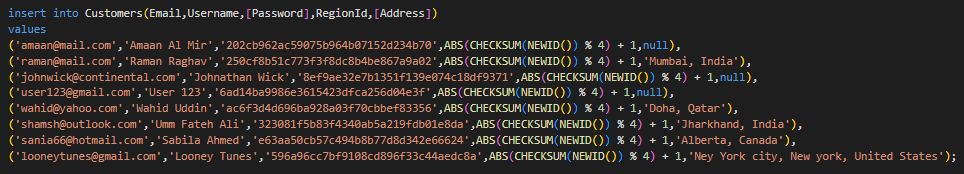


However, failing to pass a statement will return an error.

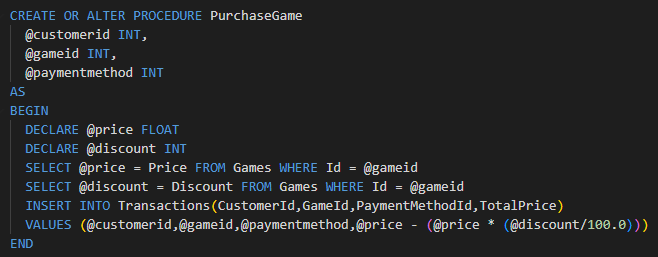


Trying to add duplicate values will return an error, as seen in the screenshot above, because the table consists of constraints that maintain the data integrity.

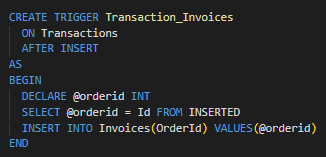
Inserting some sample users for testing purposes.



Before moving to Transaction, I’ve created a Stored Procedure that will automatically calculate the total price of a game and add the entry to the Transactions table.

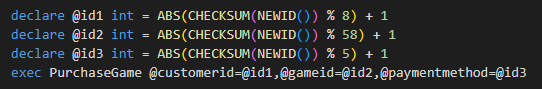


I’ve also created a Trigger to automatically generate an invoice whenever a customer purchases a video game.



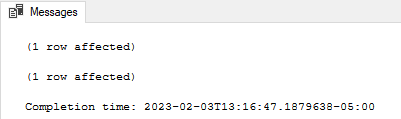
This will create an invoice record after an insert statement has been executed on Transactions. But I’m using a stored procedure to insert a record to Transactions instead of the INSERT statement.

Query to insert records to Transactions.



Running it multiple times to add a few sample data.

This will affect two rows, one in the Transactions table and the other in Invoices tables.



# Sample Data

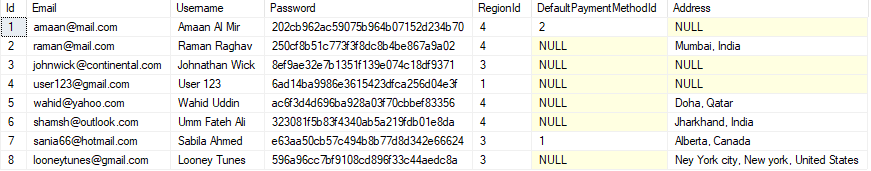
|  |  |
| --- | --- |
| Publishers | Platforms |
|  |  |
|  |  |
| Genres | Regions |
|  |  |
|  |  |
| PaymentMethods |  |
|  |  |

Games

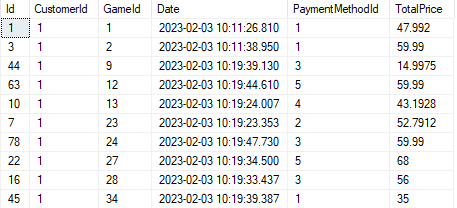


|  |  |
| --- | --- |
| GamePlatforms | GameGenres |
|  |  |
|  |  |
| GameRegions |  |
|  |  |

Customers



Transactions



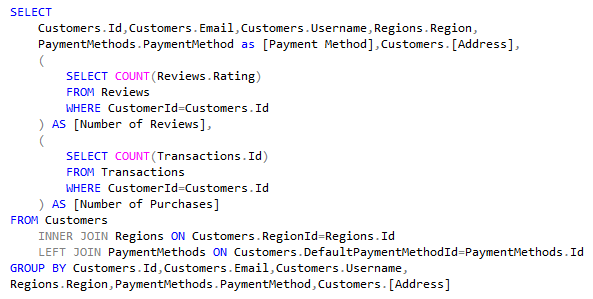
|  |  |
| --- | --- |
| Invoices | Reviews |
|  |  |

# SQL Reports

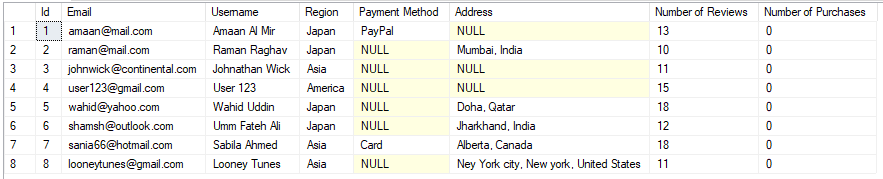
Here are ten (10) useful SQL queries.

1. Retrieving full customer details.

Query:



Results:

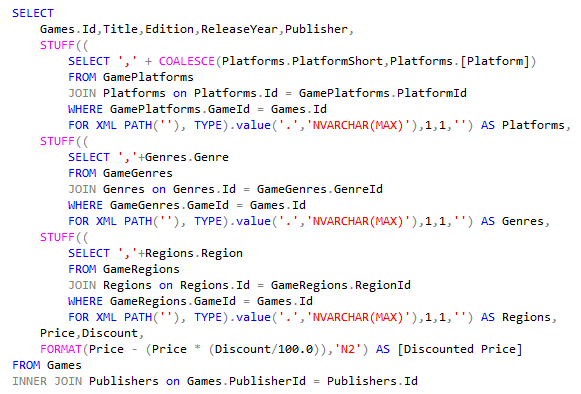


Rationale:

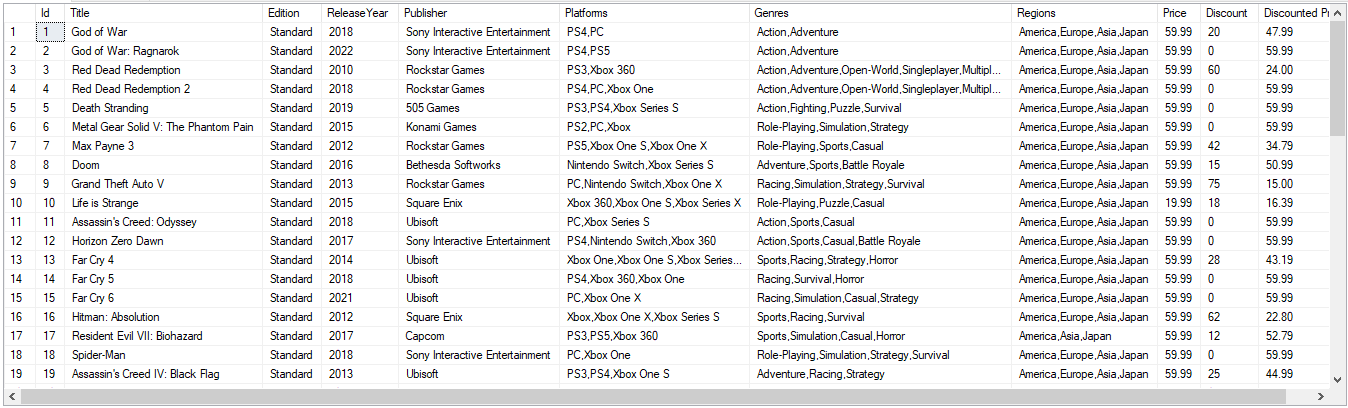
This query is used to get all customer details including tracking their activities like rating and purchasing a video game. This will also be useful when creating a customer profile in a web application.

1. Retrieve detailed version of the Games table.

Query:



Results:

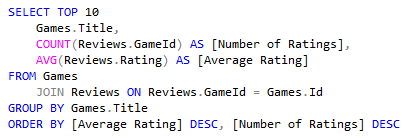


Rationale:

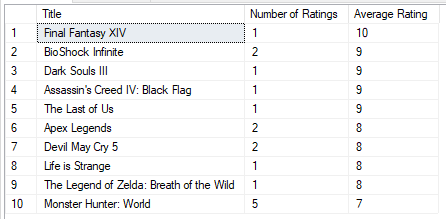
This query will give you an overview of all the video games available in the database along with every foreign key values referenced to the Games table. This will also be useful when creating a video game page in a web application.

1. Retrieve top 10 highest-rated video games.

Query:



Results:

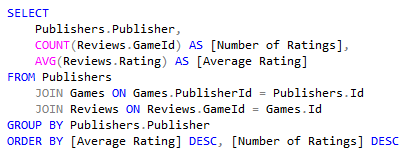


Rationale:

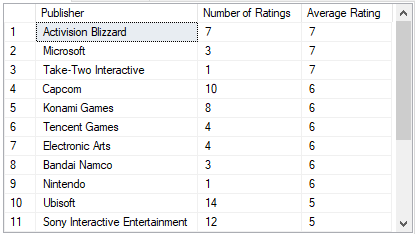
This query will give you the top 10 games with the highest average ratings, providing you with an insight into which video games are most popular among gamers.

1. Retrieve average rating for each video game publisher.

Query:



Results:

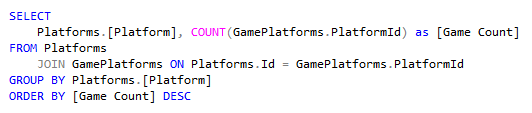


Rationale:

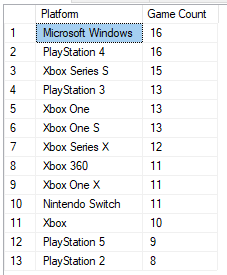
This query is useful to determine the average rating of each publisher, which can provide insight into the quality of games produced by each publisher.

1. Retrieve the most popular gaming platforms.

Query:



Results:

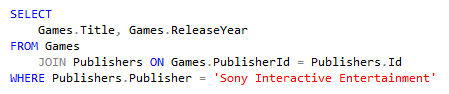


Rationale:

This query is useful to determine which platforms have the most games associated with them, which can provide insight into which platforms are the most popular among developers and gamers.

1. Retrieve the games released by a particular publisher.

Query:



Results:

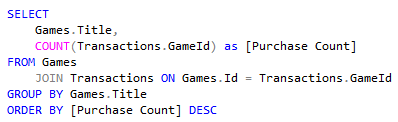


Rationale:

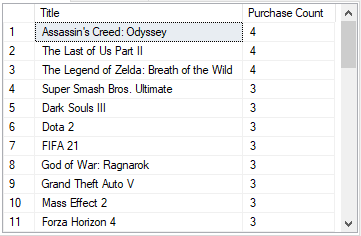
This query is useful to determine which games were released by a particular publisher, which can be useful for tracking the releases of a specific publisher.

1. Retrieve list of most-selling video games.

Query:



Results:

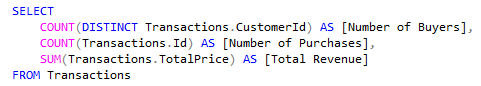


Rationale:

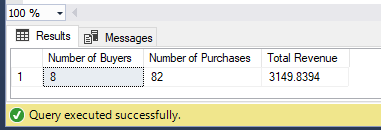
This query is useful to determine which games are the most popular based on the number of purchases, which can provide insight into which games are the most in demand.

1. Retrieve the total number of buyers, transactions and total revenue.

Query:



Result:

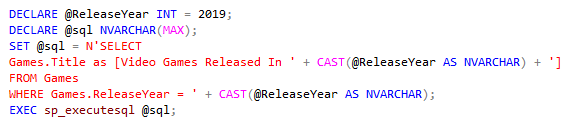


Rationale:

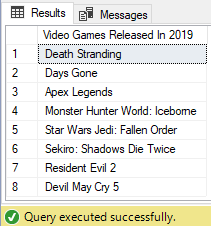
This query will give you the total number of buyers and transactions and the total revenue generated by the transactions.

1. Retrieve the games released in a specific year.

Query:



Result:

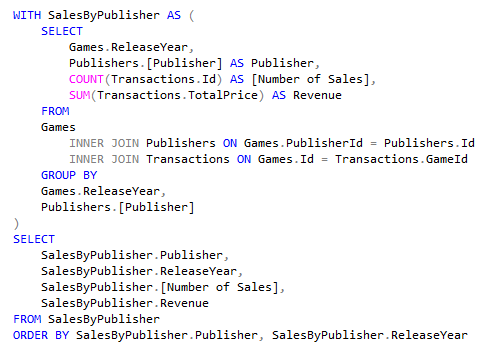


Rationale:

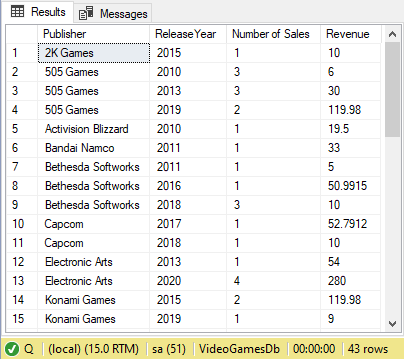
This query is useful to retrieve the games released in a specific year, which can be useful for tracking the releases of a specific year.

1. Retrieve every year sales record for each publisher.

Query:



Results:



Rationale:

The purpose of this query is to retrieve the number of sales or transactions that have been made by each publisher in a given year. This information is critical for a business as it provides insights into the performance of each publisher over time. The data generated from this query can be used to make informed decisions about which publishers are performing well, which ones are struggling and what changes need to be made to improve their performance. This data can also be used to compare the sales performance of different publishers and to make informed decisions about which ones to invest in. The data generated from this query can be visualized to help identify trends, patterns and outliers, which can help to make decisions about future investments. By understanding the number of sales made by each publisher each year, businesses can make better decisions about which products to develop, market, and sell.

In summary, this query provides valuable insights into the sales performance of each publisher, which can be used for a variety of purposes, including trend analysis, resource allocation, marketing, and financial planning.

(Albright & Winston, 2017)

# Evaluation of Work

As the assigned developer, I have taken the task of designing and implementing a database system for Al Mir Gaming to help the company manage their inventory and customer information more effectively. The operations at Al Mir Gaming include managing inventory, processing sales, handling customer orders, and providing customer support. The store also regularly updates their product offerings and promotions, which needed to be reflected in the database. Additionally, Al Mir Gaming runs various marketing campaigns and promotions to attract new customers and retain existing ones, which needed to be tracked and analyzed in the database.

To support these operations, the database should include data on the store's available video games including title, release year, publisher, platforms, regions, price and available discounts. The database should also store information on the store's customers, including contact details and purchase history.

I started by mapping the logical database design to physical database design, which involved transforming the abstract and conceptual data model into a physical representation of the database. I used normalization techniques to ensure that data was organized in a manner that minimized redundancy and improved data integrity. This process helped me design tables for the target DBMS, which included Publishers, Platforms, Genres, Regions, Games, Game Platforms, Game Genres, Game Regions, Payment Methods, Customers, Reviews, Transactions, and Invoices.

I also identified any derived data and represented it in the database. For example, I calculated the total amount of a transaction based on the quantity and price of each item in the transaction. I also created relationships between tables to ensure that data was correctly linked and related.

To ensure that the database met the specific requirements outlined in the introduction and database requirements, I produced a set of queries that have utility for the business. These queries allow Al Mir Gaming to retrieve information such as the number of games sold, the total amount of sales, the most popular video games, and the most active customers. The queries also allow the company to view data in a meaningful way that supports their decision-making processes.

In conclusion, I have successfully met the requirements of Al Mir Gaming as outlined in the introduction and database requirements. I have designed and implemented a database system that supports the company's operations, including managing inventory, processing sales, handling customer orders, and providing customer support. I have also created relationships between tables to ensure that data is correctly linked and related. Additionally, I have produced a set of queries that have utility for the business and allow Al Mir Gaming to make informed decisions based on accurate and up-to-date data.

# Future Development

A data warehouse is a centralized repository for storing and analyzing large amounts of structured and semi-structured data from multiple sources. In Al Mir Gaming and in the gaming industry in general, there are several factors that might lead to building a data warehouse. These include:

(Data Warehouse, n.d.)

1. Data Growth: Al Mir Gaming is constantly growing, and so is the amount of data generated. With more games being released and more transactions taking place, the need for a centralized repository for data storage becomes more important.

2. Data Variety: Al Mir Gaming generates a variety of data, including customer information, game information, transaction information, and platform information. A data warehouse can store this diverse data in one centralized location and enable data analysis across all areas of the business.

3. Data Integration: The data in Al Mir Gaming is currently stored in multiple sources, such as databases, spreadsheets, and transactional systems. A data warehouse can integrate this data into a single source of truth, allowing for a single view of the data.

4. Data Analysis: Al Mir Gaming needs to analyze data to make informed business decisions. A data warehouse can support this analysis by providing a centralized repository of data that can be easily queried and analyzed.

5. Historical Data: Al Mir Gaming generates large amounts of historical data. A data warehouse can store this historical data and make it easily accessible for analysis, enabling the industry to make informed decisions based on past trends and performance.

6. Performance: The company needs to make decisions quickly. A data warehouse can support fast querying and analysis of large amounts of data, enabling the gaming industry to make quick decisions.

7. Scalability: The industry is constantly growing, and so is the amount of data generated. A data warehouse can be scaled as the amount of data grows, ensuring that the gaming industry can continue to make informed decisions based on its data.

In conclusion, a data warehouse can help Al Mir Gaming to effectively store, integrate, and analyze its data, enabling the industry to make informed decisions and grow.

(Kimball, 1996)

# Database Distribution

A distributed database is a database system that is spread across multiple physical locations and/or devices, which are connected through a communication network. The main components of a distributed database management system are:

1. Client: A client is an application that submits a request to the database.
2. Server: A server is a device that manages the data and provides access to the database.
3. Database nodes: Database nodes are physical locations or devices that store data in the distributed database.
4. Network: A network is used to connect the client, server, and database nodes.

(Özsu & Valdurie, 1999)

There are several factors that might make an organization consider implementing a distributed database, including:



1. Scalability: A distributed database can allow the organization to scale their database horizontally, by adding more database nodes, to meet the growing demands of the business.
2. High availability: With a distributed database, the organization can ensure that their data is available even in the event of a single node failure.
3. Improved performance: A distributed database can allow the organization to spread the load of database operations across multiple nodes, which can improve the performance of the database.

(Rahimi & Haug, 2010)

Given the organization's current organizational and geographic structure, a distributed database could be implemented by using replication, fragmentation, and varying distributed database types.

1. Replication: This involves creating multiple copies of the same database, which are stored in different physical locations. This helps to ensure that data is available even in the event of a single node failure.
2. Fragmentation: This involves breaking down the database into smaller pieces, known as fragments, and storing these fragments in different physical locations. This helps to improve the performance of the database by spreading the load of database operations across multiple nodes.
3. Distributed database types: There are several types of distributed databases, including centralized, partitioned, and replicated databases. The organization could choose a type of distributed database that is best suited to their needs based on their organizational and geographic structure.

(Rahimi & Haug, 2010)

By implementing a distributed database, the organization's business would be able to adapt to potential future expansion by ensuring that their data is available even in the event of a single node failure and by allowing them to scale their database horizontally to meet the growing demands of the business. Additionally, a distributed database could improve the performance of the database by spreading the load of database operations across multiple nodes.

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