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Trading Card Company

The entity relationship model we will cover today comprises trading cards. The entity of our focus is an individual card that is comprised of different attributes including rarity, stats, abilities, name, and other unique features. These cards come in sets which can all be put into an entity set known as a pack. Packs include different set names, pack identification, and prices based on rarity or popularity of the cards it is comprised of. Thus, every pack must contain cards. Additionally, packs have a one-to-many relationship to cards. Packs contain a set of cards related to a certain theme generally having cards similar but not identical to each other in terms of attributes. All trading card packs are sold at stores. Holding a many to one relationship to the stores that distribute them. Stores themselves have a many-to-many relationship to factories. Stores act as a distribution method to customers, hence gathering trading card packs from many different factories proves to be effective for the diversity of cards that can be obtained. These factories are comprised of employees being the last stage of our entity sets. Different factories coordinate the creation of these collectable packs to adjust value based on card. Some cards, which are popular than others, might be produced less to increase value. Some collectable cards are sought out regardless of rarity or price because an individual might have a certain affinity for the art style or other unique features of the card excluding its rarity or effects. Additionally, factories control the volume of cards being produced, affecting the stores' ability to sell. An attribute considered (amount_made) is calculated for stores to ensure sales and reliability of a product. All mandated and overlooked by employees that work in factories.