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Introduction:

Our project is about the database for a collectable trading card company. There are many such companies in existence such as Yu-Gi-Oh and Pokemon. These companies revolve around creating and distributing unique “trading cards” that each have different properties and are commonly used for some sort of tabletop game. These companies have many responsibilities, as they have to create ideas for new cards, manufacture the cards, create card “packs” which contain many different cards, and then distribute the card packs to stores to be sold. There are usually many prints of the same card, however, even these prints can be different from one another. Many cards will have different “rarity” levels, which usually means a special artwork or effect is printed on the card, but otherwise it is the same. This is important to note as there are usually three different types of consumers for trading cards. One type is the consumer who purchases cards hoping to get cards that are good in the associated tabletop game. Another type is a consumer who purchases cards in order to collect every unique card available. The last type is a consumer who purchases cards hoping to get rare cards to then resell at a higher price than what they were originally purchased for. While the first two types of consumers might not care about the rarity on particular cards as it overall doesn’t change the card, it is extremely important to resellers as rare cards go for a much higher price than their standard counterparts. This is the framework under which our database was created.

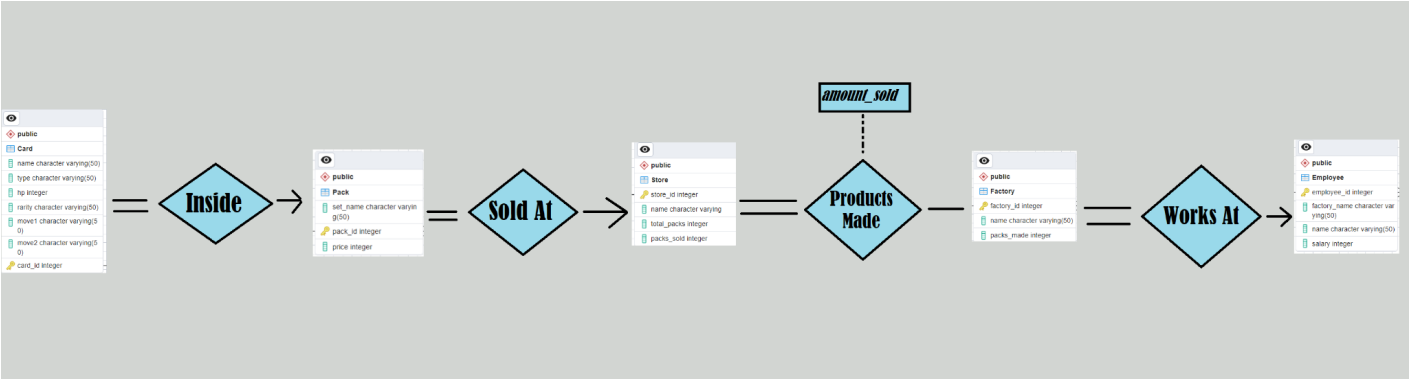
Problem Statement:

There is a great need for an adequate database in a trading card company. These companies have different markets to cater towards and have to address and balance the needs of all of them to maintain popularity. It is important to make sure that you are creating enough new cards so that the tabletop game does not get boring, while not creating too many new cards where it becomes impossible for collectors to get all of them. This all has to happen while balancing and keeping track of how many rare and super rare cards you are creating in comparison to the amount of standard cards. This is all in addition to creating packs the cards will go in, manufacturing the cards and packs, shipping them to stores, and paying the employees. With all of this to balance, it is important to be able to get information quickly and reliably about the business.

Project Goals:

Our goal for this project is to create a database that provides all the necessary features to ensure a smooth and efficient running of a trading card company. The database will be able to keep track of how many of a certain type of card is printed, and the amount of standard and rare prints of that particular card. It will also be able to keep track of all of the details for each individual card, as well as what pack that card can belong to. In addition to this, the database will hold the amount of packs being sent to stores, and which stores they are being sent to. Lastly, it will store information about the employees such as their names and salaries.

The ER Model:



Project Member:	Responsibilities:	Other Comments:
Hamza	Relational schema, sample data, ER Diagram	Created the tables for the ER diagram
Aaron Tran-Huynh		Did not participate in part 3 and very little participation in part 2
George West	Word Document, ER Diagram, Explanation Video	Created the visual for the ER diagram as well as specifying the relationships