This is a database for a game design company. It is designed to store information in tables about games, developers, users, in-game data, feedback, platforms, and purchases. This database will be in Boyce-Codd Normal Form. The games table will have attributes like a game ID, description, release date, price, game name, genre name, platform name budget in millions, years in development, and a developer ID. The developers table will have a developer ID, developer name, developer title, and developer salary. The users table will have personal information such as id, name, email, and password. In-game data table will have attributes such as data ID, user ID, game ID, progress, and achievements. The feedback table will have a feedback ID, user ID, game ID, user rating, and review. The purchases table will have a purchase ID, user ID, game ID, payment method, and payment date. There will be constraints like a unique developer name, a valid payment method. There will be an index to help with faster searching and joining. Some queries might be finding the average rating for a game, or finding which developers have worked on multiple games. Each table must have at least one foreign key. There will also be several values in the database for the tables.