**Tutorial Task – Session 1**

The brief is to create a scenario for a database that contains a collection of material on a specific topic. The choice of scenario is yours, but it must NOT be any of the scenarios used in tutorials, examples, exercises or assessments in this module.

**The following scenarios will be considered:** Library, Bird Watching, Cargo Shipping Line, Warehouse, Zoo, Movie-Actor-Director Industry, Car Rental Service, Song-Artist Industry, DVD Rental, Hotel Booking, Hospital. More details will follow on the tutorials.

Use this template and the example developed in the lecture to create your own scenario.

Use the session 1 tutorial to start developing your scenario. In session 2 tutorials you will have an opportunity to get feedback on it from the teaching assistants to make sure you are on the right track.

You can use the scenario as the starting point for the first coursework so do not copy the work of others as this is academic misconduct and will be penalised.

**Scenario Title:**

**Scenario** (100 words maximum)

The database stores details about the most played games and their given rating by game testers, the average cost of the game, the highest concurrent players on said game (all-time peak), where the game was created, the game studio the created it, the type of game, and given rating out of 5. All ratings for a specific game can be averaged to find a overall rating.

**Example entities and attributes** (Minimum 4 example entities, each with at least 2 example attributes and values. At least one entity must be an event/action entity). Identify keys where appropriate.

**Tester (Entity)**

Tester\_ID – 12345 (key)

Tester\_Name – Ji Feng

Country\_residence - China

**Game (Entity)**

Game\_AppID – 2358720 (key)

Game\_Name – Black Myth Wukong

**Stats (Entity)**

Game\_AppID – 2358720 (Key)

Game\_Publisher – Game Science (key)

All-time\_Peak – 2,415,714

Avg\_Cost - £50

Country\_created – China

Game\_Type – Single-player

Date\_Produced – 20/07/2024

**Review (Event entity)**

Review\_ID – 23211 (key)

Tester\_ID – 12345 (key)  
 Game\_AppID – 2358720 (key)

Rating – 5

**Example queries** (Minimum 5 – list, who, which, how many, most, fewest etc. - check that you have listed the attributes needed to answer your queries)

1. What is the average rating for Black Myth Wukong?
2. Whas the average cost of Black Myth Wukong?
3. What games are currently rated higher than Black Myth Wukong?
4. What country has the most popular games on average?
5. How many reviews have been published for Black Myth Wukong?
6. What game has the highest all-time peak?
7. How many games has Game Science produced?
8. What game type is most frequently played?
9. How long has Black Myth Wukong been out for?
10. What game has the lowest all-time peak?

* Copy and paste the table below for as many relational tables as you need
* Replace the placeholder names (table-name1, attribute-name5 etc) with the table and attribute names you derived from your ER model
* List primary key attributes first
* Add new rows to the tables (in the correct place) as needed
* Delete any unnecessary rows (attribute rows and foreign key rows if not used)
* Primary keys are to be specified in the format PRIMARY KEY (attribute-name1, attribute-name2, etc)
* Foreign keys are to be specified in the format ‘FOREIGN KEY (attribute-name) REFERENCES table-name (attribute-name)