

MSP3 Database Schema

Name of Database: gameDB

Collections(A-Z):

age_rating:

This collection is used to display the age rating of the game being reviewed, and used to filter using a search function. Due to the small size of this collection, the values were entered manually.

_id: ObjectId(Generated by System)

rating: "eg. 3"

developer:

This collection is used to display the Developer of the game being reviewed, and also used as a filter in a search function. This collection is user populated, when adding a game review, the function will check to see if the developer submitted in the form exists in the developer collection. If not, it is added into the developer collection for use as a filter by means of a select box.

_id: ObjectId(Generated by System)

dev: (User populated from forms)

games:

This collection is used to display all the user inputted data about each game, it takes in all key values about a game from the form, also it takes username from the session to validate if the game review belongs to a user, to prevent others from editing or deleting your review.

_id: ObjectId(Generated by System)

title: (value from form)

Genre_name: (selected from genre collection in form)

description: (value from form)

shop_link: (value from form)

review: (value from form)

age_rating: (selected from age_rating collection in form)

image: (value from form -- URL)

platform: (selected from platform collection in form)

release_date: (value from form -- DatePicker)

languages: (value from form)

developer: (selected from developer collection in form)

trailer_link: (value from form -- Youtube Link, converted to embed for iFrame)

playthrough_time: (value from form -- requested in mins)

vr_capable: (selected from vr_capable collection in form)

username: (automatically pulled from session on form submission)

genre:

This collection is used to display which genre the game being reviewed belongs to. It is also used as a filter for a search function. This collection is also pre-populated due to its small size.

_id: ObjectId(Generated by System)

genre_name: (eg. Action)

platform:

This collection is used to display which platform the game being reviewed belongs to. It is also used as a filter for a search function. This collection is also pre-populated due to its small size.

_id: ObjectId(Generated by System)

platform_name: (eg. Playstation 4)

users:

This collection is used to validate logins and whether a reviews belongs to that user. It is populated using a signup form filled out by the user.

_id: ObjectId(Generated by System)

name: (eg. Paul)

password: (A hashed password)

vr_capable:

This collection is used to display whether the game is capable of being played in VR. It consists of boolean values, True or False.

_id: ObjectId(Generated by System)

vr: (eg. True)