



Games(g_id PRIMARY, g_name, g_solo, g_genre, g_rating, g_year)

Accessories(a_id PRIMARY, a_name, a_type)

Customer(c_id PRIMARY, c_name, c_addy, c_phone)

Store(s_id PRIMARY, s_name, s_addy, s_phone)

Orders(o_id PRIMARY, o_cid, o_sid, o_receiptdate, o_shipdate, o_orderstatus)

Items(i_id PRIMARY, i_generic, i_name, i_platform, i_type)

Sells(si_id PRIMARY, s_id PRIMARY, i_id PRIMARY, se_price)

Contains(o_id, si_id, co_quantity)

Supplies(o_id PRIMARY, s_id)

Makes(o_id PRIMARY, c_id)

Prefers(c_id, g_genre)