

Country (countryID, name, population)
PRIMARY KEY (countryID)

The details of a country with a unique identifier (countryID), the name of the country and its population. Publishers and gamers will be from only one country.

Publisher (pubID, name, revenue, countryID)
PRIMARY KEY (pubID),
FOREIGN KEY (countryID) **references** Country(countryID)

The details of a game publishers with a unique identifier (pubID), the name of the publishers, the **yearly** revenue and the associated countryID references the Country table. Publishers will publisher many games.

AgeRating(arID, label, minAge)
PRIMARY KEY (arID)

The details of different age ratings for games including a unique identifier (arID), the label of the rating (e.g. PG) and the **minimum** age for that rating. Age ratings are associated with lots of different games, but a game will only have one rating.

Genre (genreID, label)
PRIMARY KEY (genreID)

The details of the different game genres with a unique identifier and a label for the genre (e.g. platformer). Genres will be associated with many different games, but a game will have only one genre

Console (consoleID, consoleName)
PRIMARY KEY (consoleID)

The details of different game consoles with a unique identifier and the name of the console (e.g. Xbox One X). Console will have many different games released on them, but not all games.

Team (teamID, teamName)
PRIMARY KEY (teamID)

The details of teams including the unique teamID and the name of the team. A gamer can only be associated with one Team, but a team may have many gamers.

```
Gamer(gamerID,firstName,lastName,birthYear,gender,countryID,teamID,teamPoints)
PRIMARY KEY (gamerID),
FOREIGN KEY (teamID) references Team(teamID),
FOREIGN KEY (countryID) references Country(countryID)
```

The details of gamers including unique gamerID, the name (first and last), birth year, gender ('M', 'F', 'U'), and the id of which country the gamer is from, the team id of the team they are a part of (which could be NULL if not part of a team) and the number of points gained for that team (could be NULL as well)

```
Game (gameID,title,pubID,arID,genreID)
PRIMARY KEY (gameID),
FOREIGN KEY (pubID) references Publisher(pubID),
FOREIGN KEY (arID) references AgeRating(arID),
FOREIGN KEY (genreID) references Genre(genreID)
```

The details of games including a unique gameID, the title of the game and the associated publisher id (pubID), age rating (arID), and genre (genreID). A game can have only one pubID, arID, and genreID.

```
Purchase (purchaseID,purchaseDate,cost,gameID,consoleID,gamerID,
PRIMARY KEY (purchaseID),
FOREIGN KEY (gameID) references Game(gameID),
FOREIGN KEY (consoleID) references Console(consoleID),
FOREIGN KEY (gamerID) references Gamer(gamerID)
```

The details of a purchased game including a unique purchaseID, the date of the purchase and its cost (which could be different from the game release cost). The table also stores the game (gameID), console (consoleID), and gamer (gameID) for each purchase. If a gamer buys a game for a different console then this is a separate entry in the database.

```
GameRating (gameID,gamerID,ratingDate,rating)
PRIMARY KEY (gameID, gamerID, ratingDate),
FOREIGN KEY (gamerID) references Gamer(gamerID),
FOREIGN KEY (gameID) references Game(gameID)
```

The details of the rating a gamer (gamerID) gives for a game (gameID). The date the rating was given is also stored.

```
GameRelease (gameID,consoleID,releaseDate,releaseCost)
PRIMARY KEY (gameID, consoleID),
FOREIGN KEY (consoleID) references Console(consoleID),
FOREIGN KEY (gameID) references Game(gameID)
```

The details of a game release, uniquely identified by gameID. A game can be released for only 1 console or many consoles and the release date and price can be different for each different console release.