CFG Data and SQL

<u>Fintendo Game Studio – Production Management Database - Individual Project Hannah Smith</u>

The use case for my database will be management of a Game Studio and the games that are currently in production.

The database will store information about the different games being produced, this includes: the game status (production is finished, ongoing, not yet started, on hold etc..), studio locations, information about staff working on the game (including if they are based at a studio outside HQ e.g., Montreal), target platforms that the games are being developed for.

Please look at the ERD I have drafted:

Production teams can be based in different locations. But a given location will be assigned to one team. Relationship is 1:M Studio_locs PΚ L ID int(100) **Production Teams** FΚ L Name varchar(50) PΚ S_GRP_ID int(100) Games FΚ varchar(50) S loc PK G ID int(100) Multiple locations can be G Name varchar(50) working on multiple games. But one game can only be One production team can G Status varchar(50) in production with one be assinged to work on one FΚ G_dev_loc varchar(50) studio. Relationship is 1:M game. One game will have G_plat varchar(50) FΚ one production team overseeing it. Relationship PT_assigned int(100) FΚ is 1:1 **Platforms** P ID int(100) PΚ Staff FΚ P_Name varchar(50) The production team can PΚ S ID int(100) have multiple members of FΚ ProdT_ID int(100) staff within it. However one One game is being S_FName varchar(50) member of staff is only developed for one platform. associated with one team. But one platform can be the S LName varchar(50) target of multiple games in Relationship is 1:M development. Relationship is 1:M

Fintendo Game Studio - Production Management DB - ERD