SCHEMA

-Member(Email,password,GameGenre)

-Normal User (Email,FirstName,LastName,Birthday,Age)

NormalUser.Email references member,
Where: age=currentDate-Birthday

-Verified User (Email,FirstName,LastName,WorkingSince,UserExperience)

VerifiedUser.Email references member,
Where: UserExperience=currentDate-WorkingSince

-DevelopmentTeam (Email,TeamName,Company,FormationDate)

DevelopmentTeam.Email references member

-Game (Name,ReleaseDate,AgeLimit,Rating)

-GameVideos (GameName,Video)

GameVideos.GameName references Game

-GameScreenshots (GameName,Screenshot)

GameScreenshots.GameName references Game

-Strategy (GameName,RealTime)

Strategy.GameName references Game

-Action (GameName,Subgenre)

Action.GameName references Game

-Sport (GameName,Type)

Sport.GameName references Game

-RPG (GameName,StoryLine,Pvp)
RPG.GameName references Game

-ADD Friend (NormalUserOne,NormalUserTwo,Accept)

ADDFriend.NormalUserOne references NormalUser
ADDFriend.NormalUserTwo references NormalUser

-Normal User Message(NormalUserOne,NormalUserTwo,MessageID,message)

NormalUserMessage.NormalUserOne references NormalUser
NormalUserMessage.NormalUserTwo references NormalUser

-Recommend Games (NormalUserOne,NormalUserTwo,NameOfTheGame)

RecommendGames.NormalUserOne references NormalUser
RecommendGames.NormalUserTwo refreences NormalUser

Community(Name,Description,NormaluserEmail)

Community.NormaluserEmail references Normaluser

Conference(Name,startDate,endDate, Duration,Venue,memberMail)

Where: Duration = EndDate-StartDate
Conference.Membermail references member

MemberJoinCommnunity(memberEmail,CommunityName)
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memberJoinCommunity.memberEmail references member
memberJoinCommunity.CommunityName references Community

Topic (Topicid   , title,Description,memberEmail,Communityname)
----------------- --------------------
Topic,memberEmail references member
Topic.communityname refrences community

TopicComment(MemberEmail,Topicid,commentID,text)
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TopicComment.memberEmail references member
TopicComment.TopicID references Topic

Member_conferenceReview_Conference(memberMail,ConferenceName,ConferenceReviewID,Text)

Member_conferenceReview_Conference.memberMail references member.
Member_conferenceReview_Conference.ConferenceName references Conference.
Member_conferenceReview_Conference.conferenceReviewID references ConferencesReview.

ConferenceReview(conferenceReviewID, ReviewText).

ConferencesReviewComment(MemberMail, ConferenceReviewID, CommentID, Comment)
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ConferenceReviewComment.memberMail references member
ConferenceReviewComment.ConferenceReviewID references ConferenceReview

Rates(Membermail, GameName, Interactivity, Uniqueness, Graphics, LevelDesign)

Rates.memberMail references Member
Rates.GameName references Game

GameReview(verifiedUserEmail,GameName,<u>ID</u>,Text)

GameReview.VerifiedUserEmail references VerifiedUser.
GameReview.GameName references Game

GameReviewComment(<u>memberEmail,Commentnumber,</u>Comment,GameReviewID)

GameReviewComment.memberEmail references member
GameReviewComment.GameReviewID references GameReview