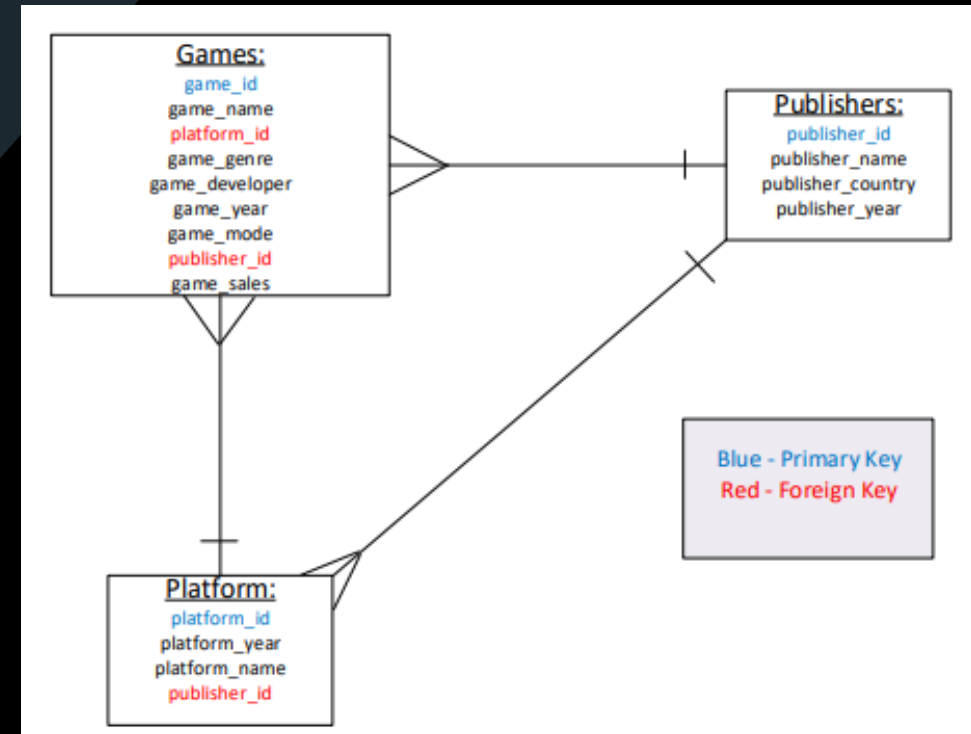


GAME DATABASE OVERVIEW

By: Bryce Bishop, Jeremiah
McKee, Rian Spangler & Jayden
Strickland

ERD Diagram

- Publisher Table – One to Many
 - Primary key – publisher_id
- Platform Table
 - Foreign key – publisher_id
 - Primary key – platform_id
- Game Table – Many to one
 - Foreign key - platform/publisher_id
 - Primary key – game_id



SQL Table – Platform Table

- A branch for the game table (foreign)
- Shows what console sold with what game

```
28 • create table if not exists platform_table
29 (
30     platform_id int primary key not null,
31     platform_name nvarchar(100)
32 );
33 • SELECT * FROM platform_table;
```

Result Grid | Filter Rows: | Edit: | Export/Import

	platform_id	platform_name
▶	1	NES
	2	SNES
	3	N64
	4	Atari
	5	Game Boy
*	NULL	NULL

SQL Table – Publisher Table

- The other branch for game table (foreign)
- Shows who published what game
- When it was and where

```
19 • create table if not exists publisher_table -- one to many
20 (
21     publisher_id int primary key not null,
22     publisher_name nvarchar(100),
23     publisher_year int,
24     publisher_country nvarchar(50)
25 );
26 • SELECT * FROM publisher_table;
27
```

Result Grid

	publisher_id	publisher_name	publisher_year	publisher_country
1	1	Nintendo	1989	Japan
2	2	Core Design	1988	Britain
3	3	Sony	1946	Japan
4	4	EA	1982	US
5	5	Take Two	1993	US
	NULL	NULL	NULL	NULL

SQL Queries

```
34
35 • SELECT game_table.game_id as 'Game ID',
36       game_table.game_name as 'Game',
37       game_table.game_genre as 'Genre',
38       platform_table.platform_name as 'Platform'
39 FROM game_table
40 INNER JOIN platform_table ON platform_table.platform_id = game_table.platform_id;
41
42
```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: |

	Game ID	Game	Genre	Platform
▶	1	Super Mario 64	Adventure	N64
	2	Chuck Rock	Adventure	Atari
	3	Super Mario World	Adventure	SNES
	4	Super Mario Land	Adventure	Game Boy
	5	Tetris	Puzzle	Game Boy

```
35 • SELECT game_table.game_id as 'Game ID',
36       game_table.game_name as 'Game',
37       game_table.game_year as 'Year',
38       game_table.game_sales as 'Sales',
39       publisher_table.publisher_name as 'Name'
40 FROM game_table
41 INNER JOIN publisher_table ON publisher_table.publisher_id = game_table.publisher_id;
42
```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: |

	Game ID	Game	Year	Sales	Name
▶	1	Super Mario 64	1996	12000000	Nintendo
	2	Chuck Rock	1991	5000000	Core Design
	3	Super Mario World	1991	20000000	Nintendo
	4	Super Mario Land	1989	18140000	Nintendo
	5	Tetris	1984	520000000	Nintendo

- SELECT game_table.game_id as 'Game ID', (Games and their sales)
game_table.game_name as 'Game',
game_table.game_year as 'Year',
game_table.game_sales as 'Sales',
publisher_table.publisher_name as 'Name'

FROM game_table

INNER JOIN publisher_table ON publisher_table.publisher_id = game_table.publisher_id;

- SELECT publisher_table.publisher_name as 'Pub Name', (Publisher)
publisher_table.publisher_year as 'Year Published',
publisher_table.publisher_country as 'Country'

FROM publisher_table;

- SELECT game_table.game_id as 'Game ID', (Games and their platform)
game_table.game_name as 'Game',
game_table.game_genre as 'Genre',
platform_table.platform_name as 'Platform'

FROM game_table

INNER JOIN platform_table ON platform_table.platform_id = game_table.platform_id;

SQL Queries Cont.

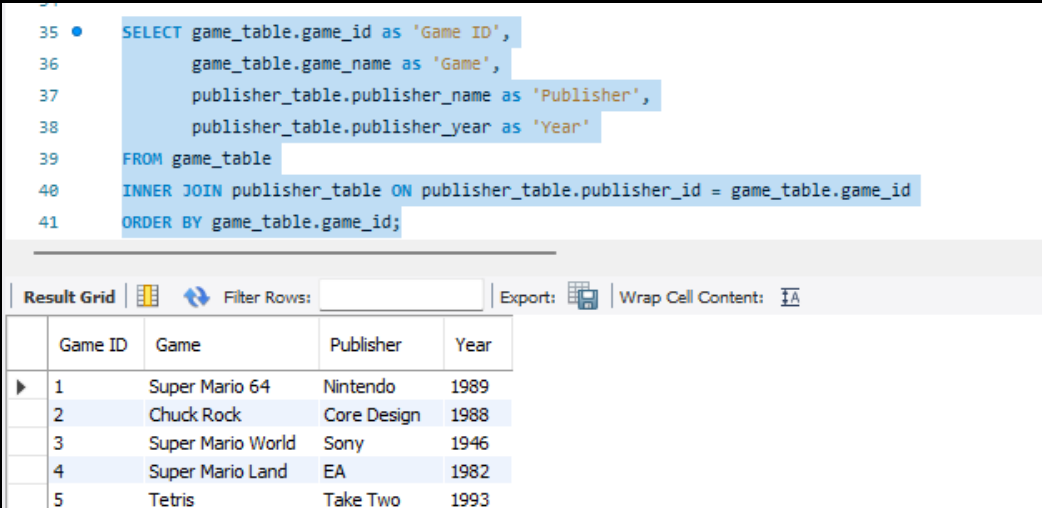
- SELECT game_table.game_id as 'Game ID', (Games and their publisher)
game_table.game_name as 'Game',
publisher_table.publisher_name as 'Publisher',
publisher_table.publisher_year as 'Year'

FROM game_table

INNER JOIN publisher_table ON publisher_table.publisher_id = game_table.game_id

ORDER BY game_table.game_id;

- SELECT MAX(game_table.game_sales) as 'Highest Sale' (Highest sale)
FROM game_table;



The screenshot shows a SQL query editor with a query window and a result grid below it. The query window contains the following SQL code:

```
35 SELECT game_table.game_id as 'Game ID',
36       game_table.game_name as 'Game',
37       publisher_table.publisher_name as 'Publisher',
38       publisher_table.publisher_year as 'Year'
39 FROM game_table
40 INNER JOIN publisher_table ON publisher_table.publisher_id = game_table.game_id
41 ORDER BY game_table.game_id;
```

The result grid below the query window displays the following data:

	Game ID	Game	Publisher	Year
▶	1	Super Mario 64	Nintendo	1989
	2	Chuck Rock	Core Design	1988
	3	Super Mario World	Sony	1946
	4	Super Mario Land	EA	1982
	5	Tetris	Take Two	1993

Live Demo

- Pictures of code/code being used back and forth
- SQL open to show live demo

```
1 • use project_db;
2 • SELECT * FROM game_table;
3 • SELECT * FROM publisher_table;
4 • SELECT * FROM platform_table;
```

Result Grid

	game_id	publisher_id	platform_id	game_name	game_year	game_genre	game_mode	game_sales	game_developer
▶	1	1	3	Super Mario 64	1996	Adventure	Single Player	12000000	Nintendo
	2	2	4	Chuck Rock	1991	Adventure	Single Player	5000000	Core Design
	3	1	2	Super Mario World	1991	Adventure	Single Player	20000000	Nintendo
	4	1	5	Super Mario Land	1989	Adventure	Single Player	18140000	Nintendo
	5	1	5	Tetris	1984	Puzzle	Single Player	520000000	Nintendo

game_table 2 × publisher_table 3 platform_table 4

```
1 • use project_db;
2 • SELECT * FROM game_table;
3 • SELECT * FROM publisher_table;
4 • SELECT * FROM platform_table;
```

Limit to 1000 rows

Result Grid

	platform_id	platform_name
▶	1	NES
	2	SNES
	3	N64
	4	Atari
	5	Game Boy
•	HULL	HULL

game_table 2 publisher_table 3 platform_table 4 ×