**INTRODUCTION**

Rhythm game (also known as music game), is a game genre where players play levels that are tightly synchronized to the music included in the levels. Ignoring what the actual gameplay is, the genre has existed for over 20 years, and hundreds of rhythm games that have and is currently existing, each having hundreds of sounds and levels.

The idea of this project is to create a database that can store the data of these sounds, and everything else surrounding it. This includes:

* The **Sounds**, its name(s), and other information related to it.
* The **Contributors** and their alias (as in, alternative name that they use in a specific **Sound**)
* The role of each **Contributor** to the **Sound** (composition, vocal, guitar, keyboard, etc.)
* The **Games** that the **Sounds** exist in, including whether or not the **Sounds** have a specific **Games** that is its source (can be null)
* The **Levels** and the difficulties of the **Sounds** in every **Games** they are in
* The **Charters**, people that created the levels for the **Sounds** in a **Games**. Sometimes not credited
* The **Albums** that the **Sounds** appeared in. This is not exactly related to the games system itself, but it’s useful information

The schema of this project is currently expected to have these relations:

* **Sound**
* **Contributor**
* **Game**
* **Level**
* **Charter**
* **Album**

The main user roles include:

* **Viewers**: People who simply want to query the list for information they want. Will have mostly read-only function.
* **Maintainer**: Responsible for adding information to the database. In the current context, me; but in higher level hypothesis, people who work on these games can be given permission to add information of their own games into the database.