**Group Assignment #1**

For this assignment, we are going to create a database to store a collection of video games and consoles. For this assignment, assume the person you are building this database for may have collected games and consoles as far back as the Atari 2600 (favorite game was Defender – flipped the score over and over again).

You’ll need to do some research to make sure you understand this space – good news collecting video games and consoles is a well-documented hobby. Outside the assumptions I outline below, take your best guess at what is relevant for your database (and the application that could be built on top of it).

A few specific elements you should account for

* Let’s not worry about accessories – just consoles and games.
* The collector may have purchased the same game multiple times.
* The collector may have purchased the same game for multiple platforms.
* There are branded consoles out there – you should account for this in some way. Examples of this:
  + <https://www.playstation.com/en-us/explore/ps4-pro/systems/limited-edition-god-of-war-ps4-pro-bundle/>
  + <https://www.target.com/p/xbox-one-s-1tb-minecraft-limited-edition-bundle/-/A-52711428>
* Some consoles are just ordinary, mass produced versions:
  + <https://www.xbox.com/en-US/xbox-one-x>
* You see similar things with games (think “Game of the Year” versions of games, or the “Deluxe” version of some game):
  + <https://www.amazon.com/Borderlands-2-Game-Year-playstation-3/dp/B00ERDGMO4?th=1>
  + <https://www.amazon.com/Borderlands-3-Super-Deluxe-Xbox-One/dp/B07Q47W1B4?th=1>
* The collector wants to keep track of when each game or console was purchased and how much USD it cost
* ESRB should be tracked – can’t let the kids play the M 17+
* Genre should also be tracked to allow for easy searching.
* Games have developers and publishers.

Take this a little past MVP or ask me specific questions (although I’m not likely to say the same thing to everyone).

You need to create the script that will create your database. I should be able to run your script over and over again without encountering any errors (check for objects when creating them). Use of schemas is up to you. Your database should follow best practices – be 3rd normal form (or have a good reason for deviating), have primary and foreign key constraints, and have an easily understood naming convention.

For this assignment, you will need to insert records for at least 4 consoles and 15 games. You should use different examples to ensure you cover all the above features (i.e. do not insert 15 versions of Super Mario and Nintendo consoles). Once you have inserted the data, write queries to complete the following tasks:

* Write a query that generates a list of consoles
* Write a query that returns all games in the collection
* Write a query that returns all Xbox One games
* Write a query that returns all games that I have multiple copies of, including the platform they are on
* Write a query that returns all Role-playing games, including what platform they are on

What you need to turn in:

* A script that will create all the tables you have in your design.
* In the same script, include another section that creates your sample data.
* At the end of the script, include all your queries as outlined above
* A database diagram of some sort showing your tables and the associated relationships
* Your 3 to 5 slide presentation covering the following topics
  + Design decisions, including any case you deviate from 3rd normal form
  + How you split up the work and/or the problems that you ran into as a group
  + 2 or 3 things that would have made the group work easier/better or 2 to 3 reasons you think your group worked well together