

An online Video Game marketplace has users that interact with the database constantly. In this Mini World Users are the most important component of the database. Users have a unique, allowed to interact with most of the database. This includes Users being able to write reviews, post CommunityBoards, purchase games, use a wallet for transactions, interactions to buy games, as well as store their purchased games in their unique library. Users can also create Tickets, as well as use Filters to search for a desired game as well as send chat messages to other users.

The wallet stores the users unique balance per user to interact with the marketplace and make transactions. This includes adding funds as well as losing funds when users undergo a transaction on the marketplace.

Genres in the database help with creating unique search features for the user to find the game they desire based on their preferences, stored in the User Entity. Genres also store unique genre names, for each style of game on the marketplace.

Tickets within the database are referred to the Staff members for solving as well as being created by the User. The user creates a ticket for an issue due to the database, and the Staff will respond to it with solutions to the problem.

The CommunityBoard acts as a hub for users to interact with one another. This includes users creating CommunityBoards of topics of their own interest to discuss among other End Users within the database.

Developers within the database are extremely important offering games for Users to buy and creating a market for the database. This includes games being categorized in Genres, as well as having a price for the User to buy with their balance in their wallet. Games are also stored in libraries of Users who purchase them.

Games are the most important part of the database for income. Games are the selling point of the Database allowing users to also make their own reviews upon games they play, creating minor community interaction as well as game awareness.

Chatmessages are also a prevalent part of communication within the database community. This includes two users being able to send one another messages within the database.

Reviews within the database help facilitate games that are not worth the consumers wallet balance, and could also lead to Users finding a game that has good reviews. This also creates incentives for the Developers to produce games of higher quality to make revenue on the database.

Transactions are also important in the database giving developers a form of payment through the creation of their games. This also provides users with a unique experience created by the developers in the form of virtual products.

Staff help create stability in the database. This includes taking user tickets and helping solve user issues. With this system it can help steer the staff to better develop the database to work more perfectly for each user.