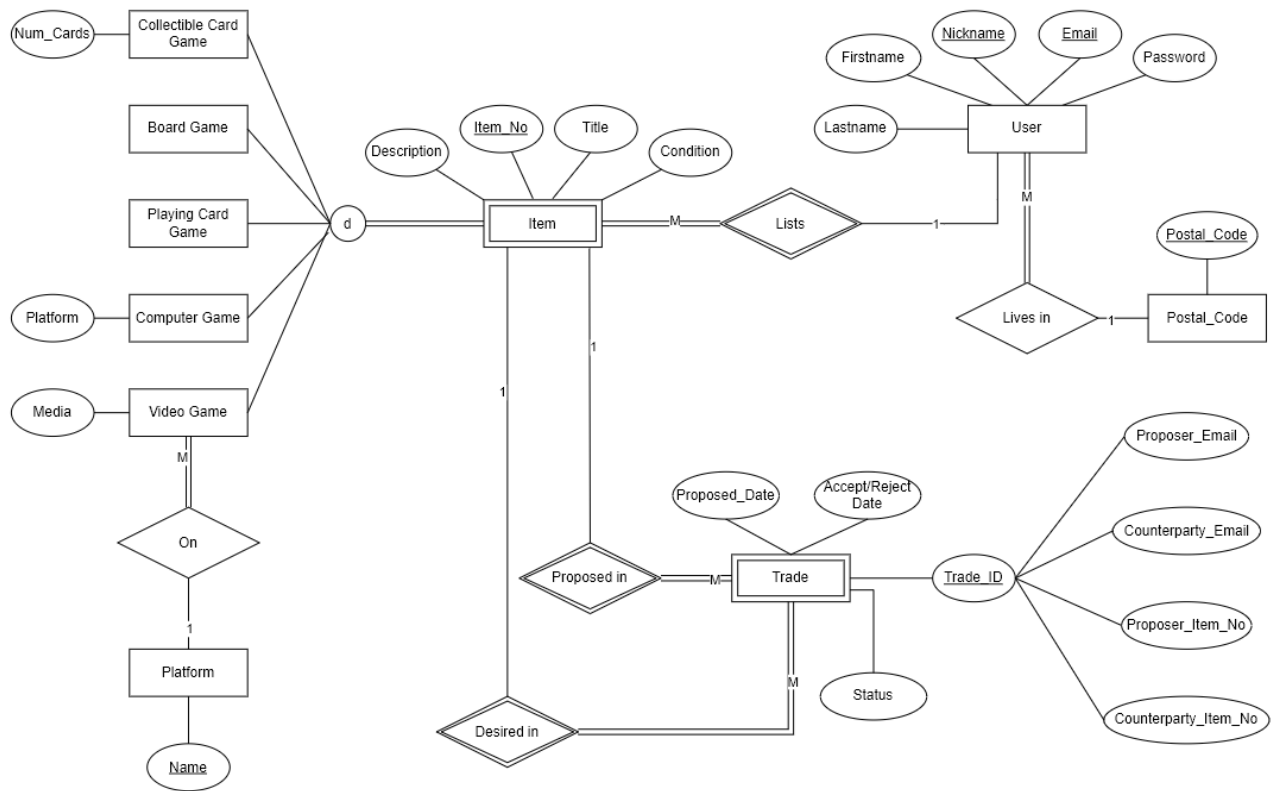Phase 2 EER Diagram:

Changes to Phase 1 EER Overview:

Entities:

- Change User entity to have Nickname underlined as well to indicate it as an identifier (Candidate Key)
- Added in Postal_Code as a strong entity with postal_code as its identifier
- Changed board game, playing card game, collectible card game and computer game to be a mandatory subclasses of Item (had a single line here before and changed it to a double line)
- Made Platform a strong entity of computer game rather than an attribute. We did NOT do this for video game since the instructions did not talk about a platform database for the video game platforms.
- Corrected an error where Video Game had a media attribute instead of a platform attribute
- Removed disjoint subclasses "Desired Item" and "Proposed Item"

Relationships:

- Added a mandatory N to 1 "lives in" relationship from User → postal code with mandatory on user
- Added mandatory constraint on game type disjoint subclass (board game, video game, collectible card game, etc.)
- Changed the "Lists" relationship between User → Item as mandatory with mandatory on item
- Made both the "Desired in" and "Proposed in" relationships mandatory on trade
- Added a mandatory "On" relationship between Video Game → Platform (mandatory on video game)