

Gaming Lounge Database Requirements

Members have first, middle, last name, an address which consists of street state and zip, unique member id and can have multiple phone numbers.

A member has a membership card which has member points and membership type and a unique card id.

Staff have unique id, first, middle and last names, ssn, can have multiple phone numbers, and pay rate.

Staff may have multiple numbers.

A staff supervisor gives supervision to multiple staff.

Booths have a unique booth number, location, seats and if the booth is reserved or not.

Multiple staff members can work at one booth and the hours must be tracked.

A system has a unique id, type and controllers.

An order a member has made is tracked. The order number is unique for that member. If you delete the member then you don't need to track the order anymore.

Food is uniquely defined by its id. Food has a quantity, name and a price.

An order must have at least one food item.

Multiple members may reserve a booth, and or a system. The hours the member reserves is tracked as well.

A Member can place an order which has a cost, order#, and payment_type. The order is defined by the customer who places the order. The order contains food which has a unique id, name and quantity and price.