How to Design the Database of a Complex System

This documentation gives an efficient and easy way of designing databases more optimized and efficient.It follows a gamified methodology making the learning more interesting for beginners in database design.Let’s dive in the methodology used by Donfack Tsopfack Yves Dylane.

To clearly explain his methodology he uses a voting app explaining the

Database design step by step.

Identifying the main character

In this first step we identify the main entity which must be present in the database,meaning the entity which is mostly at the center of all operations done by the database.For the voting app the main entity is the student but since we don’t have other entities we just give a basic name “USER” to avoid worrying about attributes without knowing how it interacts with other entities.

The Institution Kingdom

At this stage we deduce the activities the main entity can do which lead to the discovery of new entities. Lets take the voting app, we know a user can vote but now we ask ourselves the user : vote for what, for who and who does he organize the event.What we discover throught this thinking is the need for other entities such as institutions since the system will serve multiple schools.

Kingdom Department & Specialities

At this stage you do futher breakdown of the entities you discovered espicially if they are large and complex.