Project Memo

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| To: | Andre Boudreau (Instructor) |
| From: | Karim Kanaan (Student) |
| Date: | 2024-05-19 |
| Re: | Application Project – Video Game Library |
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This application is designed as a video game library browser and store. Users can purchase games for any platform of their choice, browse through game libraries for their platforms, add games to their library, remove games, add games to a Wishlist, and search for a game in their library or the store. The database will include entities such as a login table, a Library Games table, a Platforms table, and a Store Games table (for games the user has not purchased). There will be many-to-many relationships between the Games and Platforms tables, and between the Store Games and Platforms tables. These relationships will be resolved with third tables to properly connect them.

The first business rule is that users who purchase more than two games in a single transaction will receive a 25% discount on their total purchase. The second business rule is that users will be granted a 10% discount on their next purchase after every five games purchased.