

customer		
PK	customer_id	SERIAL
	first_name	VARCHAR(100)
	last_name	VARCHAR(100)
	address	VARCHAR(150)
	billing_info	VARCHAR(150)

brand		
PK	brand_id	SERIAL
	brand_name	VARCHAR(100)
	contact_number	VARCHAR(15)
	address	VARCHAR(100)

till		
PK	cart_id	SERIAL
FK	customer_id	INTEGER

product		
PK	product_id	SERIAL
	amount	NUMERIC(5,2)
	prooduct_name	VARCHAR(100)
FK	upc	INTEGER
FK	brand_id	INTEGER

order		
PK	order_id	SERIAL
	order_date	DATE(current date)
	sub_total	NUMERIC(8,2)
	order_total	NUMERIC(10,2)
FK	cart_id	INREGER
FK	ticket_id	INTEGER

inventory		
PK	upc	SERIAL
	product_amount	INTEGER
FK	order_id	INTEGER

tickets		
PK	ticket_id	SERIAL
	seats	INTEGER
	amount	NUMERIC(3,2)
FK	movie_id	INTEGER

movies		
PK	movie_id	SERIAL
	genre	VARCHAR(20)

As you can see, I used the amazon mock for the base and added the "tickets" and "movies" entities. I chose not to use a "consessions" entity because I felt like it would not accuratly encompass the variety of things that can and are sold at the stands these days ie. merch.

I also left the customer_id available for use in any kind of rewards program the theater may use now or in the future. There are at least a dozen other things that I could have added for m,ore accurate tracking but left them out for simplicity's sake. also the customer gets what they ask for. they want more, they can submit a ticket and pay for it.

Lastly I allowed the tickets to bypass the inventory entity because they are not a physical item and therefor need no space when looking at "stock".