

Video Game Purchase Analysis

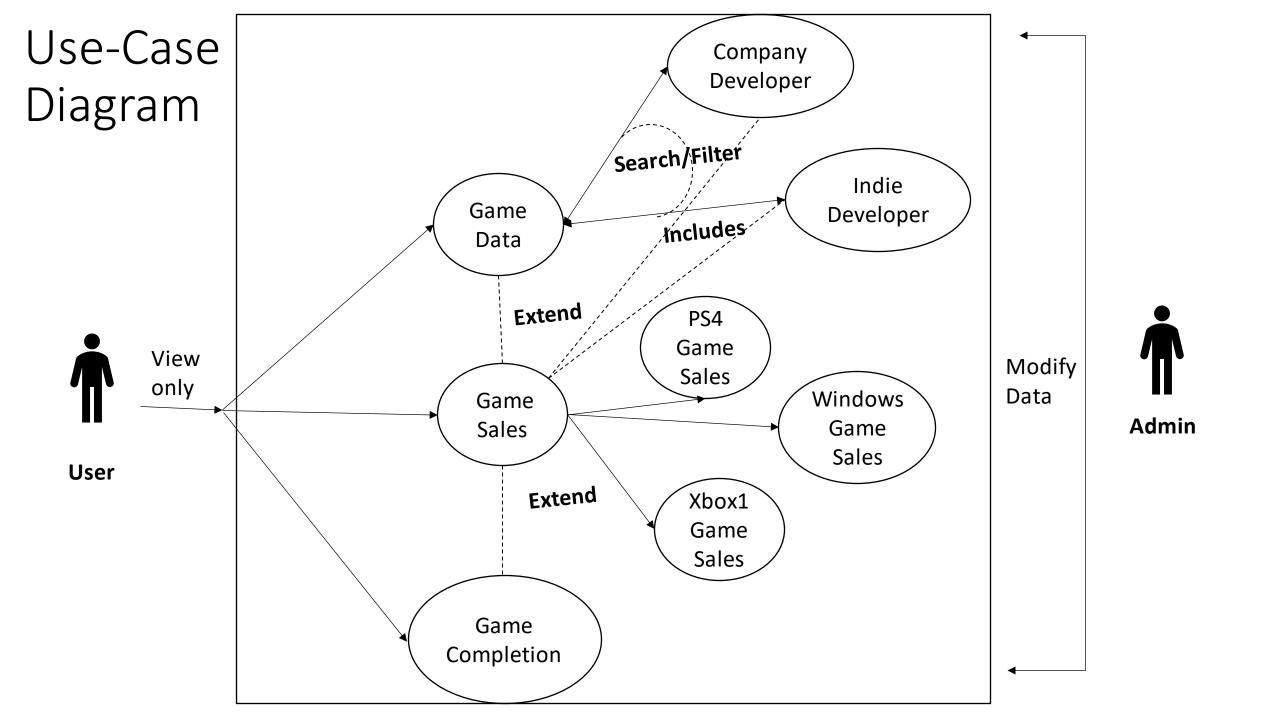
CSE – 111 Database Systems

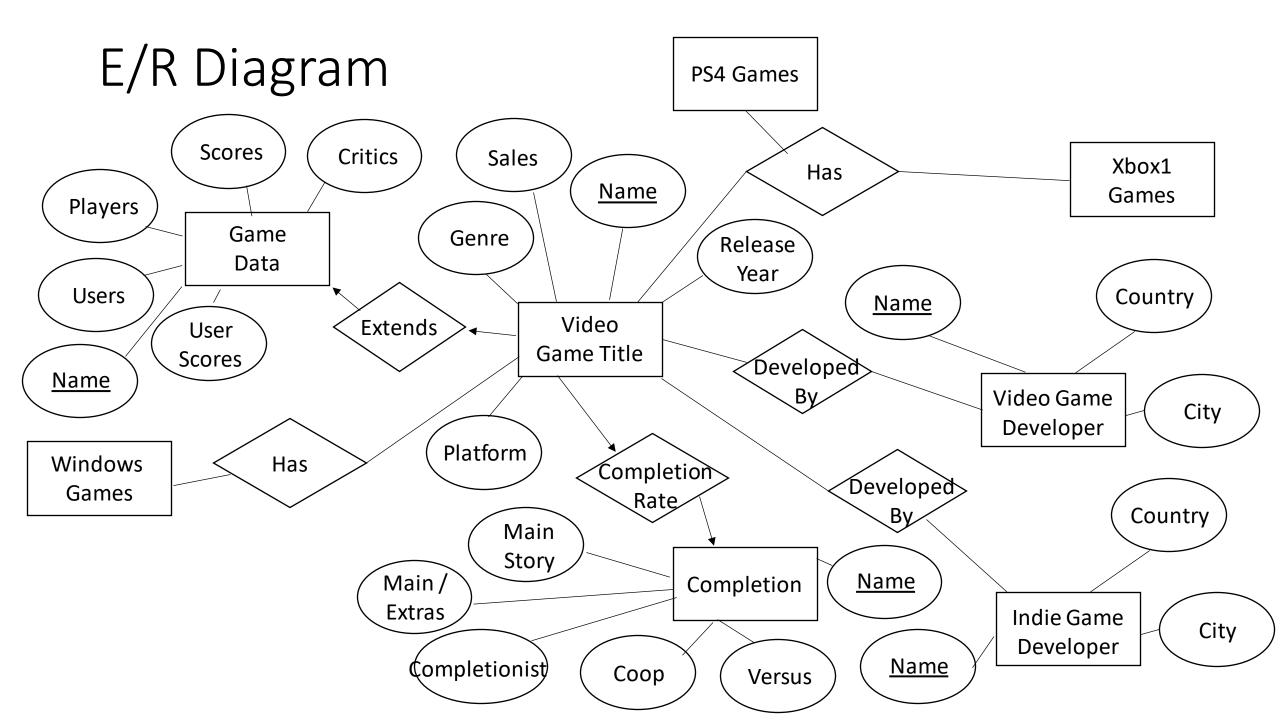
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System Description

- Our project is an app to search up information for video games on different platforms.
 - Users can see what platform the game is on
 - The overall reviews on that game
 - The game sales in different regions
- Search up information on the developers as well.
 - Where they are based at
 - The notable games they have
- See the completion rate of different games.







Schema

Xbox1_GamesSales

games

genre

publisher

north america

europe

rest of world

global

Video_Games_Sales

name platform

year_of_release

genre

publisher

na sales

eu_sales

jp_sales

other sales

global sales

vear

japan

PS4_GamesSales

games

year

genre

publisher

north america

europe

japan

rest_of_world

global

Windows_Games

titles

released developers

publishers

genres

Games_Data

name

platform

r-date

score

user score

developer

genre

players

critics

users

Games Completion

id

title

main story

main_plus_extras

completionist

all styles

coop

versus

type

developers

Indie_Games_Developers

developers

city

Video_Games_Developers

administrative division

developers

city

est

notes

country

notable games

administrative area

country

notable games

notes

Implementation Details

- The IDE that we will be using is Visual Studio Code
- The language platform will be Python using Tkinter to create a GUI

