SRS for Gaming coffee system project

**This is version 0.2 alpha from our view to the project.**

* The place has 3 types of devices:
  + Consoles (PS4, PS5) each of which has different price,
  + Monitors.
* Each device has device id (unique), device type, may do need device state.
* The device can be assigned to only one spot at the same time, the spot must have one console and one monitor to work, each spot has a spot number, spot state and privacy.
* Every controller has controller id and controller type.
* We will have like 10 consoles, 10 monitors and 40 controllers and 10 spots for them.
* Each spot must have only one console and one monitor.
* We may cannot update the tables at the same time if triggers cannot do it.
* We need to calculate the time of every session depending on the console type, spot privacy and number of controllers so we can price the total session.
* Every session has a session id, start time, end time, duration, total price, state and number of controllers (one up to four controllers) (it may need a relationship between controllers and sessions not just attribute on session table).
* If we can find a relationship between devices and sessions, we can calc the total price in database layer.
* session must start with only one spot and every spot can have zero or one session at the same time.
* The sessions are run by only the users (admins / owners) the users have id, title, phone number (multi value), age, username and password.