



GamEco

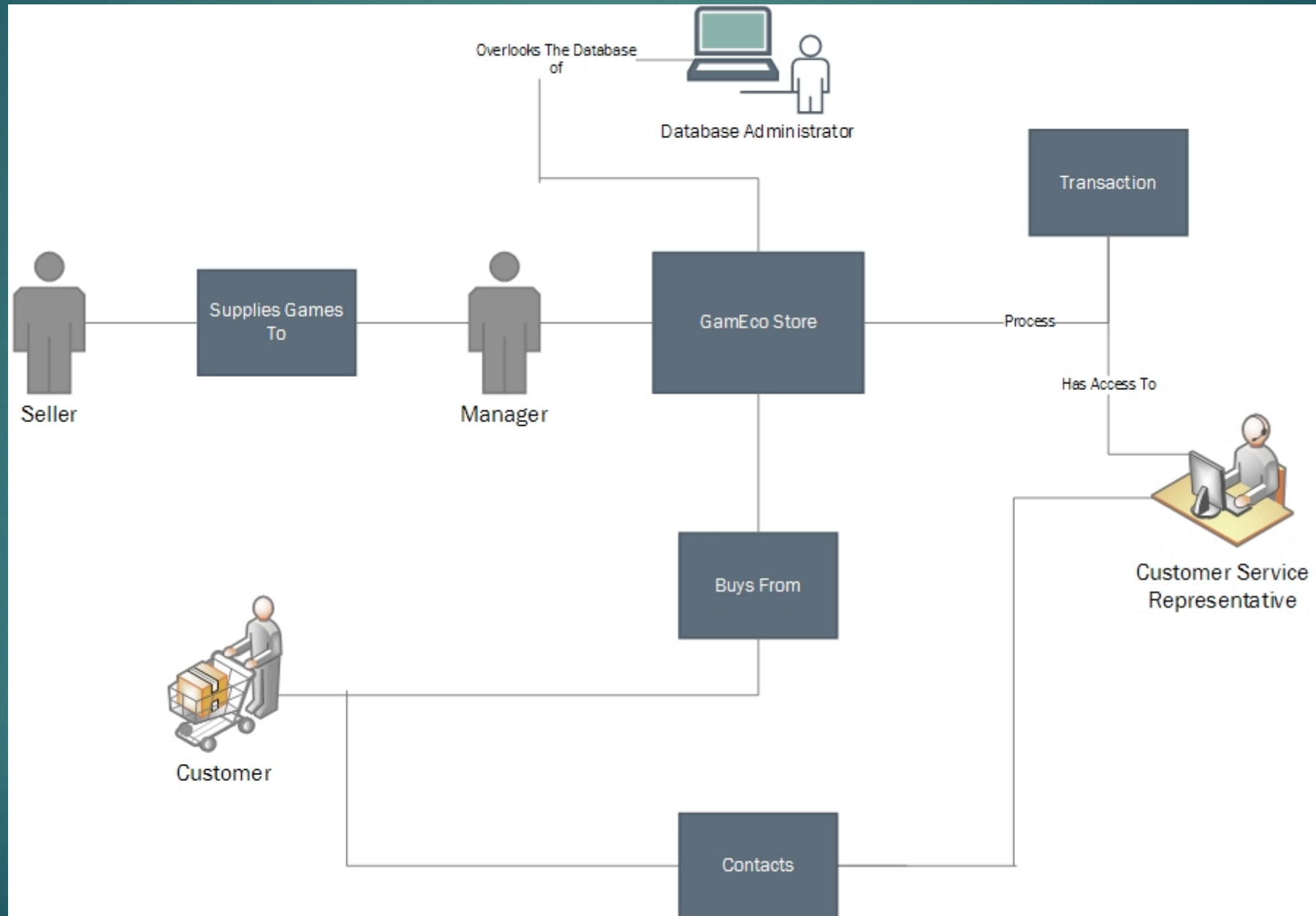
Gaming e-Commerce Database

Marcus Lorenzana, Desiree Johnson, Marcos Gonzales, Marvin Lopez

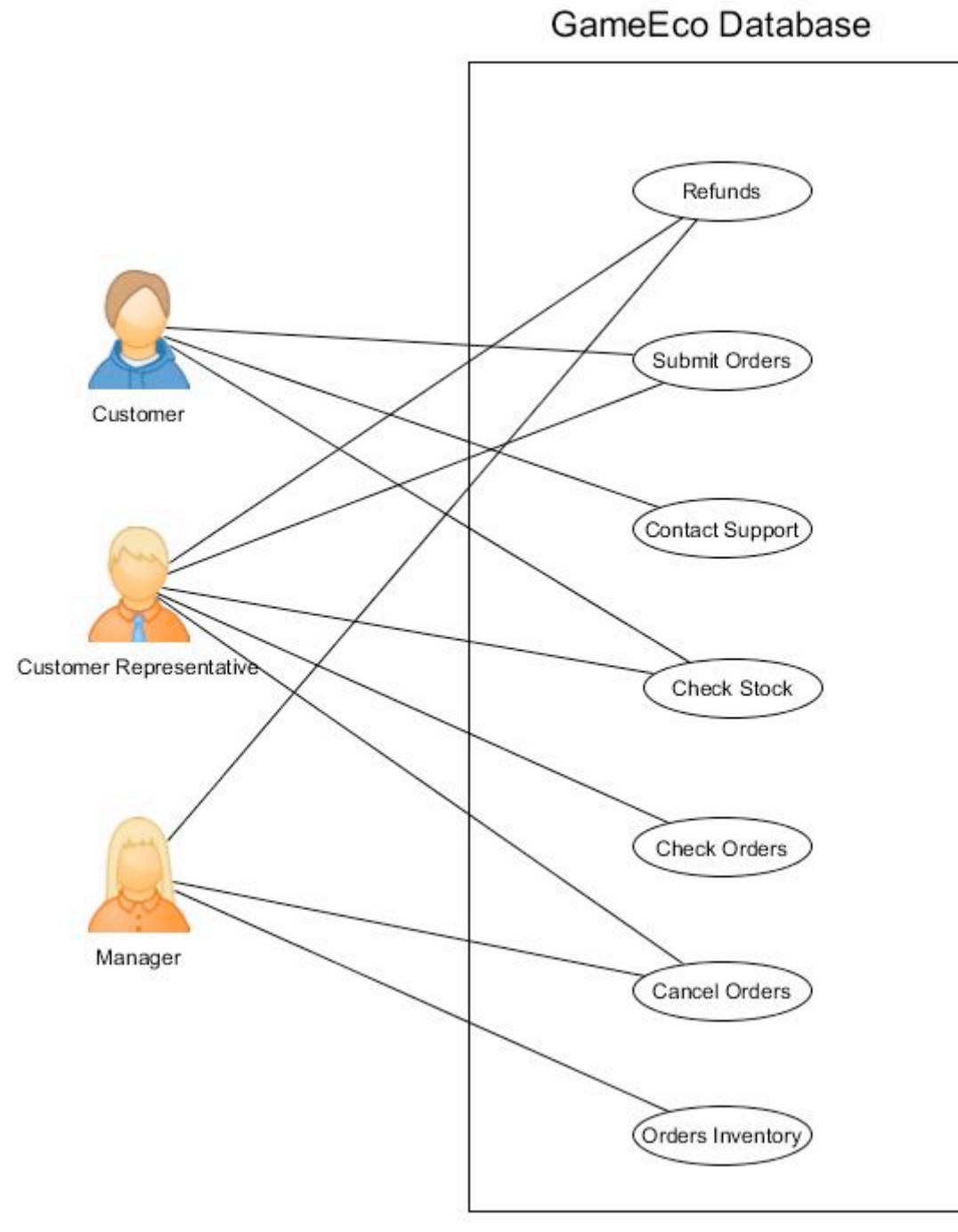
Basic Overview of Store

- E-Commerce video game digital store
- The products are video games in the form of redeemable codes
- The customer will be able to purchase a digital game
 - redeem the code online from the relative platform (Xbox, Playstation, etc.)
- Content is entirely digital
 - no shipping of products
 - distribution by email
 - sent to the customer immediately after purchase
 - Email contains the order confirmation and redeemable code.
- The codes are provided by multiple sellers who will receive royalty on each purchase

ORGANIZATION SNAPSHOT



Three Main Users of the GamEco Database

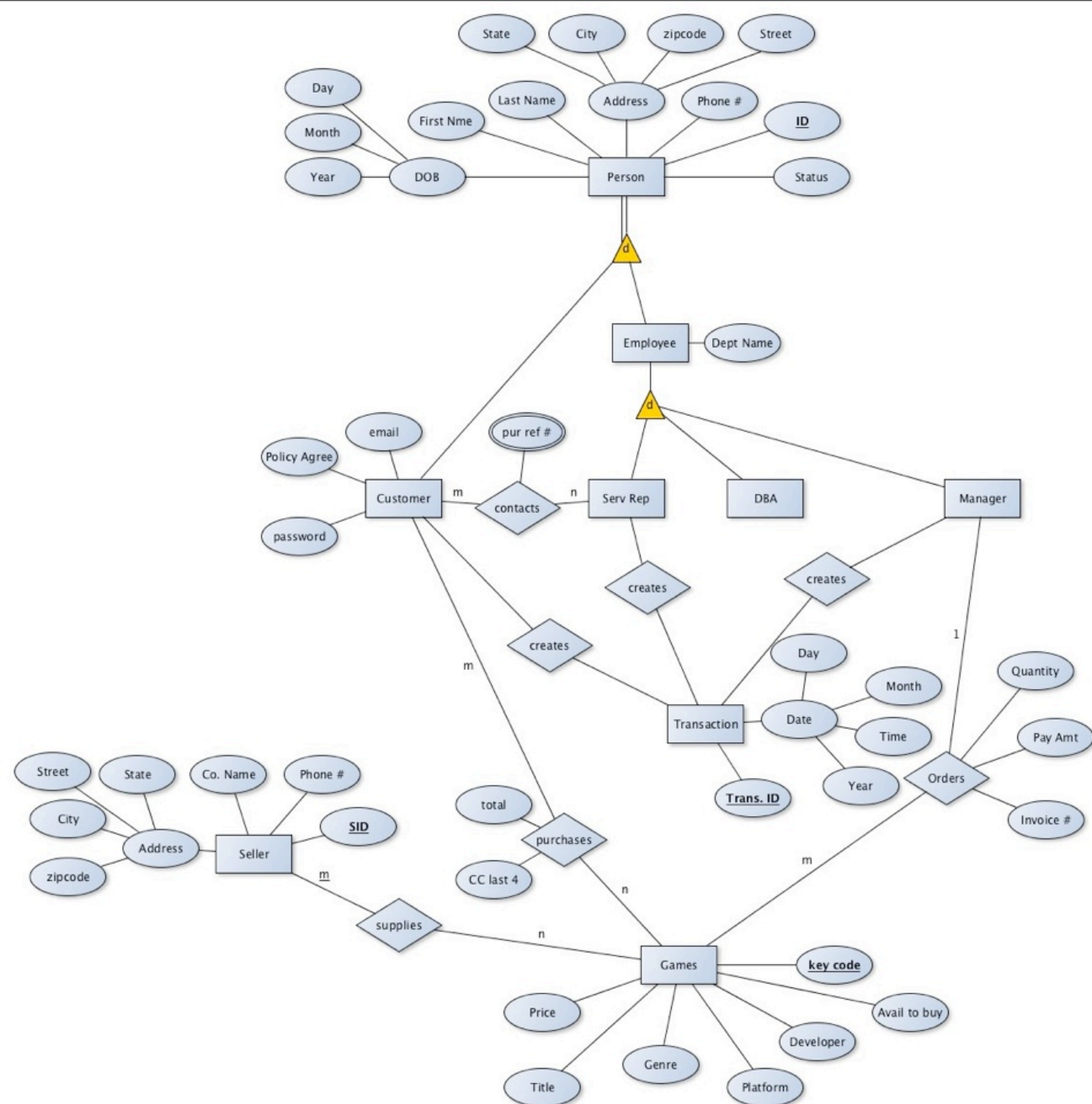


Several Actions the Users will perform

Actions

- CONTACTS: Many customers are able to contact many customer service representatives to resolve issues.
- SUPPLIES: Many suppliers supply multiple games to the company.
- PURCHASES: Many customers can purchase multiple games.
- ORDERS: One manager is in charge of ordering multiple games.

ER Diagram





DEMO

Challenges

- The Knowledge Gap:
 - PHP: Going from zero to passing in 60 secs
 - ER Diagram to Functionality: Mapping the theoretical to the physical



Questions?