Games of 2022

Cse 111 Database System-Fall 2022 Stephen Garcia & Andrew Lara-Kane



System description

- -This system helps find and look into games of 2022 and all the background info on games
- -Users will be able to use the system to help find the games prices, creators, and important information about the games of this year to help with any buying decisions
- -Tables were manually inputted from info found online through wiki and official publications
- -DATABASE

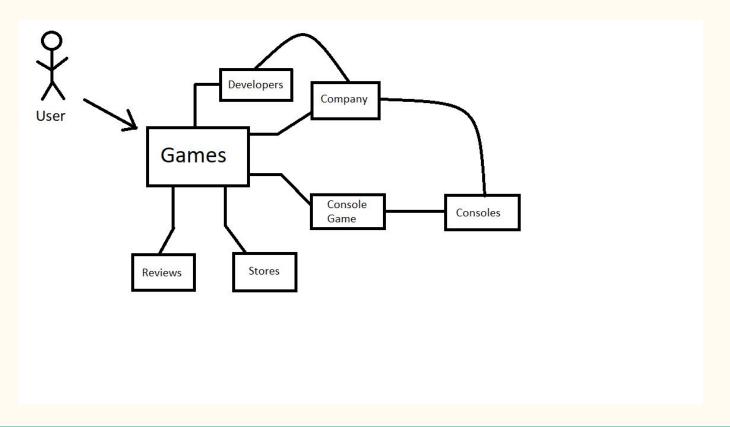
Sqlite, visual studio code, python, console

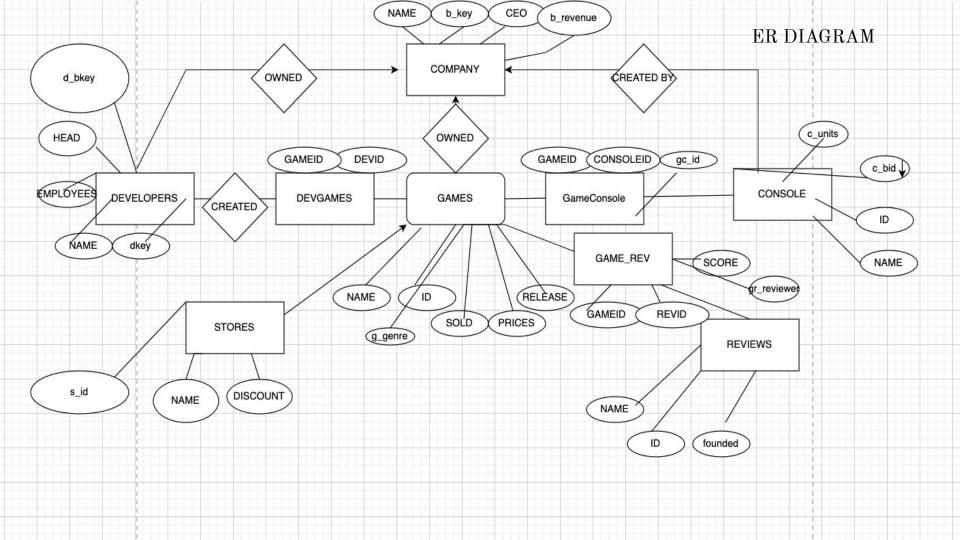


Main Use Case: Plain Text

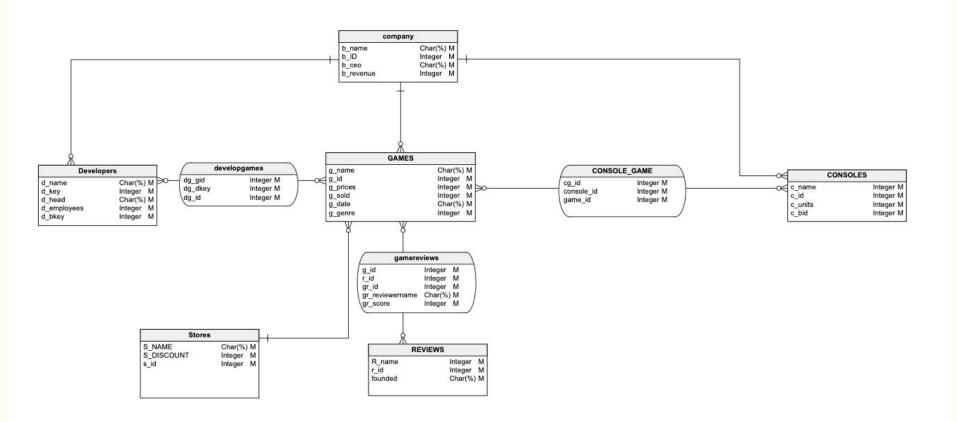
Our use case is that a user can access a database of all the video games released in 2022. These are games that start from January 1st all the way to planned future releases in late December. Within the database there are 6 entities: Games, Developers, Company, Consoles, Stores, and Reviews. All these entities have a relationship within games, with the Company section having a many-many relationship with Developers and Consoles.

Main Use Case: UML Diagram





schema



Github Link and Demo

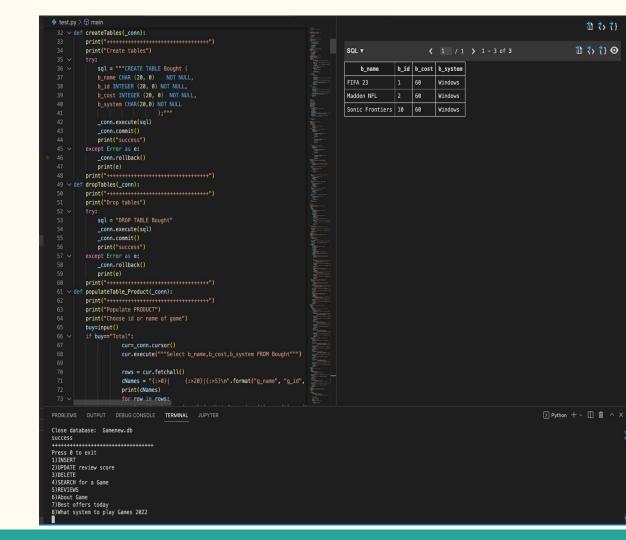
https://github.com/MetalSonic2/video-games-of-2022





Future plans

- -Buying Games
- -Warehouse stock



THANK YOU

Stephen Garcia
And
Andrew Lara-Kane
Games of 2022

