

Our use case is that a user can access a database of all the AAA games released in 2022. These are games that are from very high production studios and are normally the most played games of that year. 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.

A user would first have access to data on a list of 2022 AAA games, including the name, price, sold amount, and release date. The developers for the game could be then searched, including the name, head of the company, and how many employees there are. This is also connected with the Company, which includes the name and CEO of said company. If the game that is being searched is a console game, the user is provided the name of the console it is on. This is also connected to the company that the console is related to, which makes up our many-many relationships.

Alternatively, the user can look up if the game was offered in stores. This would include the name of the store and if the game is currently on discount. The final relationship includes the game reviews. Only sourced from one large and reputable source, the user can see the name of the reviewer, the score it was given, and how many other reviewers there were. All of these connections make up the 6 entities and relationships within the use-case and E/R diagrams.