Video **games** today are a popular medium for people to enjoy and talk about with each other. A video game can be defined as an electronic game that involves human interaction with a user interface. A database can be used to look up different details about video games. For example, **developers** might want to know which **platforms** are the most popular to **play** video games on. In other circumstances, a gamer has a favorite developer and would want to know what other games they have **developed**, along with what platforms they are on. Also, a **publisher** would want to know what **cast members** have been **cast** in popular video games and would want to hire them. This database can be used to answer those questions and can also be used to look up things such as the names of platforms and what games have been **rated** as good by **reviewers**.

The database can be created using these details:

-A video game, which can be uniquely identified by its id, has a genre, a price, a name, and an amount of copies that are sold. There are video games, however, that are never released, meaning that they are not rated by reviewers, have no cast members or publishers, and cannot be played on any platform. They did have one or more developers working on them, but they never completed them.

-Video games have developers that create and program them, who are uniquely identified by their id and have a name and a headquarters. Developers have parent companies that are publishers, who **publish** video games by marketing it to stakeholders and fund developers to create them. Not all publishers own developers though, since some video games have multiple publishers. Publishers are uniquely identified by their id and have a name and a location for their operations.

-Video games also have cast members who do voice overs for characters in them. However, there are some cast members who are not cast in video games, and some video games do not have cast members at all. Cast members have a name, a birth year, an age, and are uniquely identified by their id.

-Different platforms are created to allow these games to be played and are identified by their unique platform id. However, not every game can be played on every platform. These platforms also have a name, a price, and an amount of units sold.

-**Manufacturers** create and maintain these platforms, and they also have a unique id to be identified with. Manufacturers also have a name and a country that they are located in.

-Reviewer companies, who are uniquely identified by their id and have a name, rate video games with a numeric score.  
The database must also be designed to fulfill the following requirements:

-A developer can create many video games, and a video game can have many developers.

-A publisher can own many developers. However, a developer can only be owned by one publisher.

-A publisher can publish many games, and games can be published by many publishers.

-A cast member can do voice overs for characters in multiple games, and a game can cast multiple cast members.

-A game can be played on multiple platforms, and a platform can play many games.

-A manufacturer can maintain multiple platforms. However, a platform can only be maintained by one manufacturer.

-A game can be rated by many reviewers, and a reviewer can rate many video games.