Tutorial Task – Session 1

The brief is to create a scenario for a database that contains a collection of material on a specific topic. The choice of scenario is yours, but it must NOT be any of the scenarios used in tutorials, examples, exercises or assessments in this module.

The following scenarios will be considered: Library, Bird Watching, Cargo Shipping Line, Warehouse, Zoo, Movie-Actor-Director Industry, Car Rental Service, Song-Artist Industry, DVD Rental, Hotel Booking, Hospital. More details will follow on the tutorials.

Use this template and the example developed in the lecture to create your own scenario.

Use the session 1 tutorial to start developing your scenario. In session 2 tutorials you will have an opportunity to get feedback on it from the teaching assistants to make sure you are on the right track.

You can use the scenario as the starting point for the first coursework so do not copy the work of others as this is academic misconduct and will be penalised.

Scenario Title:

Scenario (100 words maximum)

Video Game Database

Example entities and attributes (Minimum 4 example entities, each with at least 2 example attributes and values. At least one entity must be an event/action entity). Identify keys where appropriate.

Player (entity)
Attributes:
> PlayerID (Primary Key) - @Spookixxx
> Player Name – Spook
> Strength – 600
> Experience – 1304600
> Clan – Super Dragons

Maps (entity)
Attributes:
> Map Name (Primary Key) – Supernova
> ObjectCount – 2984
> Time – Night

Gamemode (entity)
Attributes:
> gamemodeName (Primary Key) – Deathmatch
> Map Name (Foreign Key) – Supernova

Attack (event entity)
Attributes:

Attack Name (Primary Key) – Twin Slice
Animation – twinslice.json
Effect - Poison

Example queries (Minimum 5 – list, who, which, how many, most, fewest etc. - check that you have listed the attributes needed to answer your queries)

whichMap
isTimeNight
whichMap
howMuchExp
howMuchStr
whoIsPlaying
inClan