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GAME SHOP

ER DIAGRAM EXPLANATION

CUSTOMER- represents shop customer

Customer_id is the primary key. Personal information isn't used as the primary key due to lack of uniqueness and possibility of duplication, even with an intersection of multiple personal identifiers.

Customer_name used to personalize shopping experience.

ORDER- represents order placed by customer

Order_id is the primary key. Date/time isn't used nor any other identifier due to the possibility of two identical orders occurring in the same exact time.

Customer_id is the foreign key. It connects customer to their order.

Date- used to keep track of when order was placed to ensure that shipping occurs in a timely manner.

CC_num- customers billing info

Shipping_address- indicates where order is shipped to.

Tracking_number- gives both the user and employee the ability to track the order once shipped

Order_Status indicates status of order. Shipped or Processing

Total_Cost- total cost of the order

Notes- can be left blank! Notes set by employees about an order

PRODUCTS- represents products sold by store and bought by the customer

Product_ID is the primary key. Name can't be used because two products could have the same name but different sizes/colors/ etc.

Product_name is the name of the product.

Product_in_stock is the quantity of the product

Product_Cost is the cost of the product(for the customer)

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Relationships-

has- is a binary many to many relationship between **Order** and **Products**. It keeps track of what products constitute an order, as well as the effect an order has on product inventory. An Order can have many products and an instance of a product may exist in many orders. **Has** has a relationship attribute- *quantity* that keeps track of the quantity of a product that is in an order.

pays for- is a binary 1 to many relationship between Customer and Order. It keeps track of what order belongs to what customer.