Video Game Database

1. Based on the gameplay of each game, we categorize each game based on the game's opinionated genre. (1:N)

2. We assign each game in-store a unique ID, record the name of the game, and note the release year of each game. (1:N)

3. We assign a unique ID to each customer, their comment about a game, and their rating of the game (1:N)

4. We note the publishers that we receive our games from with a unique ID and the publisher's name attached to each ID (1:N)

5. We assign each game a unique publication ID which includes the game's id and the publisher's id (1:N)

6. We record the platforms that we sell (1:N)

7. We also record the platforms that each game is available for(1:N)

8. We record the number of sales each region made within this company(1:N)

9. We also record the name of each region of each location (1:N)

Initial Conceptual Design

An entity type GAME has a code, a name, and a release year

An entity type PUBLISHER contains a unique ID and the name of the publisher is recorded.

An entity type GAME_PUBLISHER contains a unique ID of the IDs of Game ID and Publisher ID.

For entity type CUSTOMER, we record the title of a game they purchased, their review, and their rating of each game they purchased.

An entity type REGION contains region ID, and the amount of sales made in the region.

An entity type PLATFORM contains a unique ID and the name of the platform.

An entity type GAME_PLATFORM contains a unique id, a game_publisher id, and the id of the platform the game runs on.

A GAME has a 1:N relationship. This is because there is one game made by many publishers

A GAME can also have many PLATFORMS that it runs on. (1:N)

A CUSTOMER purchases one GAME, and may leave a review and a rating.(1:N)