- A short description of the final project, and what it accomplished

This project is a web application for users to browse and compare games, basically a game inventory.

The main aspects of the domain modelled by the database is the information about the games offered to the users. It will give information such as the name of the game, the genre, play time, whether or not it has online capabilities, and if it can be played with multiple players. Prices of the games are also displayed so users (or customers) can decide if it is worth investing in a game given the specifications. Users are able to find out the details of a games' specification and compare it to one another to make a decision if they want a particular game or not. A set of queries are provided for customers to access the database. By providing queries through a GUI, it gives customers the ability to do any form of comparisons. The database acts as a game encyclopaedia to give users an idea of what to expect if they choose to buy a game.

Our platform used Java to develop the frontend and backend aspect of the project. As for the database (DBMS), we used JDBC and Oracle. We used github for version control as well as hosting our project locally. Java was used because it was versatile and everyone on the team had experience using it, making it easier to work and collaborate on the project.

- A description of how your final schema differed from the schema you turned in.

1. If the final schema differed, why?
2. Note that turning in a final schema that's different from what you planned is fine, we just want to know what changed and why.

We changed some of the primary keys, as well as variable names and types (For instance: Char(20) to VARCHAR(20)) in the SQL DDL and the SQL script from the normalization. Another change was when we were making the proposal schema, we did not have a clear understanding of the difference between entities and attributes. We decided to assign price as an entity, which was supposed to be an attribute instead. After we realized that the price as an entity is not applicable to this project, we decided to make an new entity, "distributor" which has two entity "payment method", and "distributor name". Furthermore, we established a new relationship named "offered" between game entity and distributor entity, hence we made price as a relational attribute in the offer entity.