Platform (Brand, Hardware/DeviceType, controls)
Game(GameID, GName, Year, Genre)
Distributor(DiName, PaymentMethod)
Offered(**GameID**, **DiName**, Price_given, publisher)
PVP(**GameID**,#player)
PVE(**GameID**,#player, Difficulty, Competitive/Casual)
SupportedOn(**Brand**,**Hardware/DeviceType**, **GameID**)
DLC(DName, **GameID**, price_dlc)
Company(Cname, Location)
MadeBy(**CName**,**GameID**)
Person(PName, SIN, Email)
TeamWorksAt(**TID**, Salary, Position , **CName**)
Consume(**PName**, **SIN**, **GameID**)
ProfileHas(ProfileID, #Gametime, DateCreated, Name, **Username**)
Account(Username, password, Email, **Pname, SIN**)
Supply (Username, Cname)