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My project idea is having a database of games made by the company Square Enix over the history and future of the company. The purpose of the database would be to document the games, staff that worked on it, release dates, the ratings for the games and the units sold (possibly more will be added). The ratings are important as it dictates if the game was successful in which the staff would be paid bonuses if it reaches a certain rating. The units sold is also important as it can show the general popularity of the game and can possibly have a sequel. The staff would also be in the database as it shows the directors that worked on it as well as the general staff such as the composer(s), the lead programmer and the artists. Some of the games that are created by Square Enix are also outsourced to other studios or internally created by its different subsidiaries which will also be included. The release date and on what platform it released on will also be included (i.e. Playstation, Xbox, Nintendo switch or Steam). The region will also be included in conjunction with the release date as the release date dictates the region it has released as Square Enix is a Japanese gaming company and at times prioritizes its home market and later international markets. Other inclusions of the database can be upcoming projects that have been forecasted for release and yet to be determined releases. There will also be games in which have been re-released as a more modern game with upgraded graphics, higher frame-rate and possible new parts of the game added which can possibly overlap with the previous release. The games will also have download-able content which has been introduced within the last decade and at times include separate content for that game so they might be categorized differently. The prices of the games at the time of launch will also be included as well as the DLC pricing. The purpose of the database is to allow for the documentation of the games that were created and allow for the developers to view the success and the fails of their titles. Many gaming companies rely on their already established Intellectual Properties (IPs) for most of their games as it proves to be successful. Many of the lower performing IPs are sometimes left behind and do not surface until there is an opportunity to have a title from that IP. This database can help those looking to create a title on current IPs, past IPs and possibly new IPs.

Queries:

- What are the highest rated game releases from the company?
- Which of the releases received the most units sold (or shipped)?
- Are the successful games also directed by the same directors?
- Of the IPs that the company has, which are seen to be more successful or least successful?
- For the titles of the same IPs, are the composers the same?
- Which of the biggest releases were released in North-America first?
- Which releases were not released in North-America?
- Which of the titles/IPs were released on exclusive platforms (as in released only on that console)?
- Are remastered releases from important IPs/titles of the past or the present (As in the IP is currently popular so the publisher remasters the past titles and release it in modern standards or the IP was popular and hopes the remastered game will spark intrigue in that franchise).
- From the subsidiaries that have created the games, are the outsourced companies more successful with their games or the internally created games?