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Project Group 1 - Deft Database Designers

Project Title: Moogle Marketplace Sales & Inventory Database

#### **Executive Summary**

In the beginning of this project we were overly ambitious. We knew we wanted to design an effective database for a fictitious convenience store serving the gaming community, specifically those who attend gaming conventions. Knowing this we started out this project designing a database with 8 entities and 2 intersection tables facilitating the M:M relationships between entities. With each step we made slight adjustments to our database based on the wonderful reviews from our peers and TAs. The most notable changes came from the feedback about the number of entities we were working with. It was pointed out that some of our entities could be folded into other existing entities as attributes. We took that feedback and pared down the entities by folding 2 existing entities into entities they were more dependent on and entirely removing another entity that was now erroneous. Our database finally ended up with a total of 7 tables comprising 5 entities and 2 intersection tables facilitating the M:M relationships between entities. We also received other feedback suggesting that we eliminate all of our intersection tables but those were needed to facilitate the M:M relationships so we decided against following that feedback. Some of our peers also caught some syntactical errors that we ended up correcting and other peers and TAs suggested that we update our ERD and schema to match what was discussed in a new discussion post so we made sure to make those adjustments as well. Other feedback we received was more about the aesthetics of our website as we had no styling in the beginning. Now our website has some color to match the Moogle theme of our fictitious convenience store. Overall we received some good feedback at each step and were able to successfully make necessary changes.

#### Project Outline, Database Outline, ERD Schema, Sample Data, and UI Screenshots

#### Overview

Moogle Marketplace is a new store serving gaming enthusiasts who enjoy attending conventions. Their name is inspired by the square enix final fantasy gaming franchise and they would like to attract gaming enthusiasts as their customer base especially around gaming convention season. Moogle Marketplace sells a variety of convenience and gaming related items, such as food, hygiene products, games, and books. Each site handles 1,000 transactions each day, makes approximately \$4 million annually and serves approximately 400,000 customers per year, and our system can handle over 5 million transactions per day. Moogle Marketplace wants a company-wide inventory and accounting system to track its various *locations*, *products* sold, *employees*, *customers*, and *orders*. We are designing a database-driven website to record this data and store the relevant information in the aforementioned tables: *locations*, *products* sold, *employees*, *customers*, *orderDetails* intersection table, and *inventoryDetails* intersection table.

#### **Database Outline**

Below is a bulleted list of the entities in our database and their corresponding attributes and relationships.

- **locations**: The purpose of this entity is to keep record of all of Moogle Marketplace's sites/stores/locations along with relevant details about those locations. Darius is responsible for implementing.
  - locationID: int, not NULL, primary key
  - o locationStreet: varchar, not NULL
  - o locationState: varchar, not NULL
  - o locationCity: varchar, not NULL
  - o locationZip: varchar, not NULL

Relationship 1: M:M relationship between *locations* and *products* is implemented with the facilitation of the *inventoryDetails* intersection table which contains both the productID and locationID as a foreign keys, where these relationships are 1:M.

Relationship 2: 1:M relationship between *locations* and *employees* is implemented with the locationID as a foreign key inside of *employees*.

- **products:** The purpose of this entity is to record the products sold by Moogle Marketplace and relevant details about those products. Darius is responsible for implementing.
  - o productID: int, auto\_increment, not NULL, primary key
  - o productName: varchar not NULL
  - productPrice: decimal(14,2) not NULL
  - o productCost: decimal(14,2) not NULL
  - productType: varchar not NULL

Relationship 1: M:M relationship between *products* and *locations* is implemented with the facilitation of the *inventoryDetails* intersection table which contains both the productID and locationID as a foreign keys, where these relationships are 1:M.

Relationship 2: M:M relationship between *products* and *orders* is implemented with the facilitation of the *orderDetails* intersection table which contains both the productID and orderID as a foreign keys, where these relationships are 1:M.

- employees: The purpose of this entity is to record the details of Moogle Marketplace's employees. Required
  attributes are their unique ID, first and last name, email, phone number, and address. Samantha is
  responsible for implementing.
  - employeeID: int, auto\_increment, not NULL, primary key
  - locationID: int, foreign key
  - o firstName: varchar, not NULL
  - o lastName: varchar, not NULL
  - o employeeEmail: varchar, not NULL
  - o employeePhone: bigint, unique, not NULL

Relationship 1: M:1 relationship between *employees* and *locations* is implemented with the locationID as a foreign key inside of *employees*.

Relationship 2: 1:M relationship between *employees* and *orders* is implemented with the employeeID as a foreign key inside of *orders*.

- customers: The purpose of this entity is to record the details about Moogle Marketplace's customers. Each
  customer has a unique ID which is the primary key, a name, email address, phone number, and loyalty card
  number. Samantha is responsible for implementing.
  - o customerID: int, auto increment, not NULL, primary key
  - o firstName: varchar, not NULL
  - o lastName: varchar, not NULL
  - o customerEmail: varchar
  - o customerPhone: bigint

Relationship: 1:M relationship between *customers* and *orders* is implemented with the customerID as a foreign key inside of *orders*.

- **orders:** The purpose of this entity is to record the details of the sales made at Moogle Marketplace. Identifies the customer, employee, and whether or not the order was shipped (0 would indicate no and 1 would indicate yes). Each row is unique. Samantha is responsible for implementing.
  - orderID: int, auto\_increment, not NULL, primary key
  - o customerID: int, not NULL, foreign key
  - o employeeID: int, not NULL, foreign key
  - o shipped: tinyint, not NULL

Relationship 1: M:1 relationship between *orders* and *customers* is implemented with the customerID as a foreign key inside of *orders*.

Relationship 2: M:1 relationship between *orders* and *employees* is implemented with the employeeID as a foreign key inside of *orders*.

Relationship 3: M:M relationship between *orders* and *products* is implemented with the facilitation of the *orderDetails* intersection table which contains both the productID and orderID as a foreign keys, where these relationships are 1:M.

- **orderDetails:** Intersection table for the M:M relationship between *orders* and *products*. Also contains the quantity of each product ordered. Samantha is responsible for implementing.
  - orderDetailID: int, auto\_increment, not NULL, primary key
  - orderID: int, not NULL, foreign key
  - o productID: int, not NULL, foreign key
  - quantity: int, not NULL

Relationship 1: M:1 relationship between *orderDetails* and *orders* is implemented with the orderID as a foreign key inside of *orderDetails*. Facilitates the M:M relationship between *orders* and *products*.

Relationship 2: M:1 relationship between *orderDetails* and *products* is implemented with the productID as a foreign key inside of *orderDetails*. Facilitates the M:M relationship between *orders* and *products*.

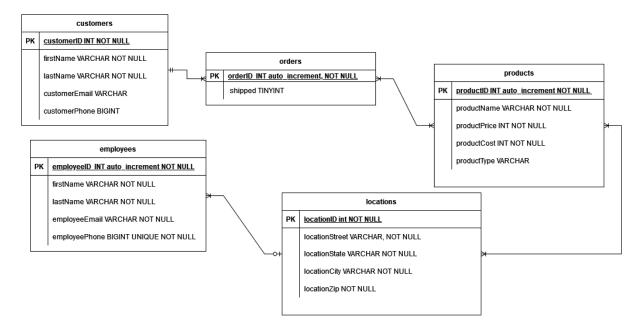
- **inventoryDetails:** Intersection table for the M:M relationship between *locations* and *products*. Also contains the quantity of each product. Darius is responsible for implementing.
  - o inventoryDetailID: int, auto increment, not NULL, primary key
  - locationID: int, not NULL, foreign key
  - o productID: int, not NULL, foreign key
  - o quantity: int, not NULL

Relationship 1: M:1 relationship between *inventoryDetails* and *locations* is implemented with the locationID as a foreign key inside of *inventoryDetails*. Facilitates the M:M relationship between *locations* and *products*.

Relationship 2: M:1 relationship between *inventoryDetails* and *products* is implemented with the productID as a foreign key inside of *inventoryDetails*. Facilitates the M:M relationship between *locations* and *products*.

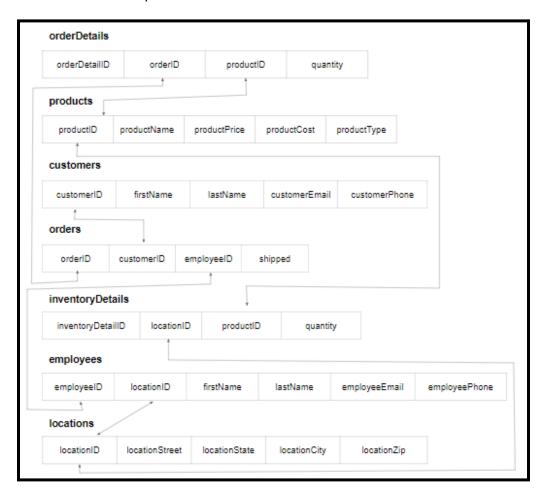
#### Entity-Relationship Diagram

ERD updated to be a more minimalist representation of the entity relationship with only the relevant entities and attributes and without the intersection tables as those will now be represented in the schema along with all of the other attributes. ERD created in Draw.io.



#### **Schema**

Schema updated with a consolidation of two previous entities into the attributes of other entities. Intersection tables present to facilitate the M:M relationships.



#### Example Data

Below is the example data for the entity *locations*.

Location ID	Street	City	State	Zip
1	123 Main	Seattle	WA	98101
2	45 First	Vancouver	WA	98663
3	111 Third	San Diego	CA	92101
4	56 Main	Los Angeles	CA	90043
5	700 Second	Dallas	TX	75214

Below is the example data for the entity *products*.

Product ID	Product Name	Product Price	Product Cost	Product Type
1	Obscurio	49.99	39.99	Game
2	Toothpaste	4.99	3,99	Hygiene
3	Red Bull	2.49	1.25	Drink
4	Food	4.99	2.25	Sandwich
5	Book	14.99	9.99	Game Guide

Below is the example data for the entity *employees*. The locationID foreign key will be shown to the user in a more user friendly manner as seen in the data table below. All of the people populating this table were created by us and do not represent real people.

Employee ID	Location	First Name	Last Name	Email	Phone
1	Seattle WA	Harvey	Smith	hsmith@moogle.com	5551234567
2	Seattle WA	Sue	Jones	sjones@moogle.com	5551001000
3	Seattle WA	Tom	Meer	tmeer@moogle.com	5559995555
4	Vancouver WA	Heidi	Schmidt	hschmidt@moogle.com	5553219999
5	Vancouver WA	Camila	Valentine	cvalentine@moogle.com	5557891234

Below is the example data for the entity *customers*. All of the people populating this table were created by us and do not represent real people.

Customer ID	First Name	Last Name	Email	Phone
1	Ali	Turner	alikat@randemail.com	5555007777
2	Gabriel	Knight	gabeknight@randemail.com	5565656666
3	Diya	Bolton	boltd@randemail.com	5568005050
4	Fatima	Brewer	fbrew@randemail.com	5557841111
5	Charles	Porter	charlie1@randemail.com	5567001234

Below is the example data for the entity *orders*. Both the customerID and employeeID foreign keys will be shown to the user in a more user friendly manner as seen in the data table below.

Order ID	Customer	Employee	Shipped
1	Charles Porter	Sue Jones	Yes
2	Fatima Brewer	Sue Jones	Yes
3	Diya Bolton	Heidi Schmidt	Yes
4	Gabriel Knight	Camila Valentine	Yes
5	Ali Turner	Harvey Smith	No

Below is the example data for the intersection table, *orderDetails*, for the M:M relationship between *orders* and *products*. The productID foreign key will be shown to the user in a more user friendly manner as seen in the data table below. The orderID foreign key will remain a number as that is the most logical way to look up an order number.

Order Detail ID	Order ID Number	Product	Quantity
1	1	Red Bull	2
2	1	Sandwich	4
3	1	Game Guide	3
4	1	Generic Toothpaste	1
5	1	Obscurio	5

Below is the example data for the intersection table, *inventoryDetails*, for the M:M relationship between *inventories* and *products*. Both the locationID and productID foreign keys will be shown to the user in a more user friendly manner as seen in the data table below.

Inventory Detail ID	Location	Product	Quantity
1	Seattle WA	Obscurio	15000
2	Seattle WA	Generic Toothpaste	35000
3	Seattle WA	Red Bull	10000
4	Seattle WA	Sandwich	20000
5	Seattle WA	Game Guide	50000

#### **UI Screenshots:**

All screenshots were taken on August 2, 2022 at 10:30am and show what was present in the tables at that time.

#### **Index Page**

Here you will view and use the links to all other pages.



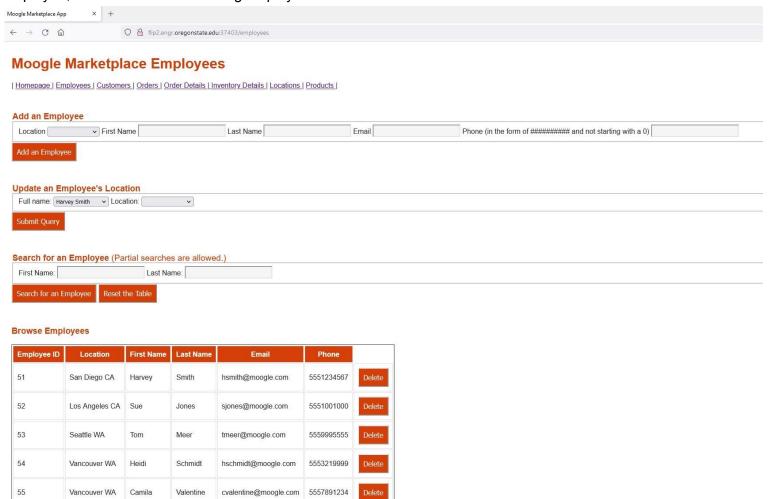
## Moogle Marketplace Index

Please use the links below to travel to the appropriate page. Thank you.

| Homepage | Employees | Customers | Orders | Order Details | Inventory Details | Locations | Products |

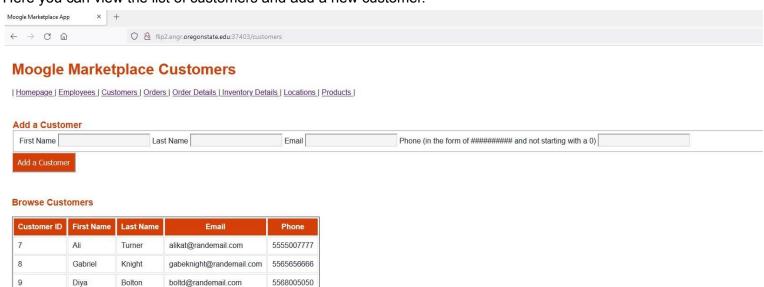
#### **CREATE/READ/UPDATE/DELETE Employees Page**

Here you can view the list of employees, add a new employee, update an existing employee, delete an existing employee, and search for an existing employee.



#### **CREATE/READ Customers Page**

Here you can view the list of customers and add a new customer.



#### **CREATE/READ Orders Page**

Brewer

Porter

Fatima

Charles

10

11

Here you can view the list of orders and add a new order.

fbrew@randemail.com

charlie1@randemail.com



5557841111

5567001234

### **Moogle Marketplace Orders**

| Homepage | Employees | Customers | Orders | Order Details | Inventory Details | Locations | Products |

## Add an Order Customer Ali Turner Employee Harvey Smith Shipped No Add an Order

After adding an order please go to Order Details to add products to the order!

#### **Browse Orders**

Order ID	Customer	Employee	Shipped
18	Ali Turner	Harvey Smith	Yes
19	Fatima Brewer	Tom Meer	No
20	Charles Porter	Sue Jones	Yes
21	Charles Porter	Heidi Schmidt	No
22	Diya Bolton	Tom Meer	Yes

#### **CREATE/READ Order Details Page**

This page represents an intersection table facilitating the M:M relationship between orders and products. Orders are identified by their order number and products are identified by their name. Here you can view the list of order details and add a new product to an existing order.



## Moogle Marketplace Order Details

| Homepage | Employees | Customers | Orders | Order Details | Inventory Details | Locations | Products |

# Add Details To An Order Order ID 18 V Product Obscurio V Quantity Add a Product to an Order

#### **Browse Order Details**

Order Detail ID Order ID		Product	Quantity
14	18	Generic Toothpaste	5
16	19	Obscurio	1
19	19	Generic Toothpaste	1
22	20	Game Guide	1
25	22	Obscurio	1

#### **CREATE/READ Inventory Details Page**

This page represents an intersection table facilitating the M:M relationship between locations and products. Locations are identified by their address and products are identified by their name. Here you can view the list of inventory details and add products to an inventory.



## **Moogle Marketplace Inventory Details**

| Homepage | Employees | Customers | Orders | Order Details | Inventory Details | Locations | Products |

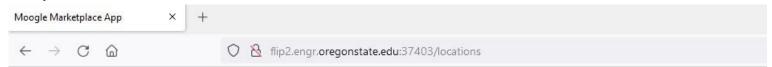
## Add To Inventory Location Seattle WA Product Obscurio Quantity Add to Inventory

#### **Browse Inventory Details**

Inventory Detail ID	Location	Product	Quantity
23	111 Third, San Diego, CA 92101	Game Guide	13
28	111 Third, San Diego, CA 92101	Obscurio	25
29	111 Third, San Diego, CA 92101	Generic Toothpaste	40000
30	111 Third, San Diego, CA 92101	Sandwich	1000
31	111 Third, San Diego, CA 92101	Kettle Chips	500
32	111 Third, San Diego, CA 92101	Cola	55555
33	123 Main, Seattle, WA 98101	Obscurio	35
34	123 Main, Seattle, WA 98101	Generic Toothpaste	25333
35	123 Main, Seattle, WA 98101	Game Guide	55
36	123 Main, Seattle, WA 98101	Red Bull	63475
37	123 Main, Seattle, WA 98101	Cola	2354
38	123 Main, Seattle, WA 98101	Sandwich	431
39	123 Main, Seattle, WA 98101	Kettle Chips	7866
40	456 First, Vancouver, WA 98663	Obscurio	10
41	123 Main, Seattle, WA 98101	Sandwich	500
42	123 Main, Seattle, WA 98101	Cola	563
43	700 Second, Dallas, TX 75214	Obscurio	5
44	123 Main, Seattle, WA 98101	Game Guide	6
45	123 Main, Seattle, WA 98101	Generic Toothpaste	10000

#### **CREATE/READ Locations Page**

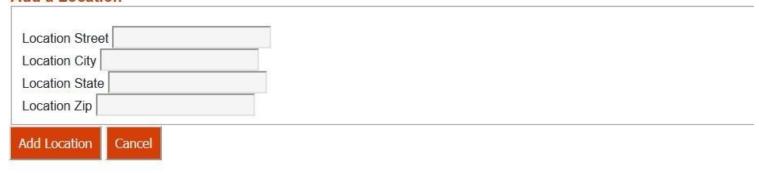
Here you can view a list of locations and add a new location.



## **Moogle Marketplace Location Details**

| Homepage | Employees | Customers | Orders | Order Details | Inventory Details | Locations | Products |

#### Add a Location

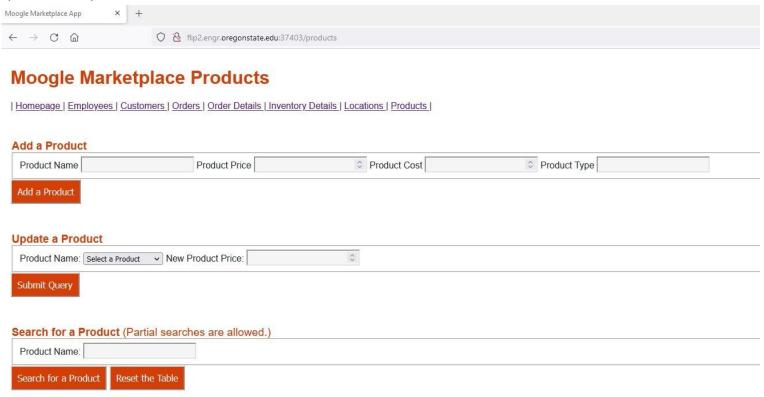


#### **Browse Locations**

Location ID	Location Street	Location State	Location City	Location Zip
1	123 Main	WA	Seattle	98101
2	456 First	WA	Vancouver	98663
3	111 Third	CA	San Diego	92101
4	56 Main	CA	Los Angeles	90043
5	700 Second	TX	Dallas	75214

#### **CREATE/READ/UPDATE/DELETE Products Page**

Here you can view the list of products, add a new product, update an existing product, delete an existing product, and search for an existing product. Deleting an existing product will delete that product from the inventory details intersection table, which removes this product from the M:M relationship. The only aspect of a product that should be updated is its price and that is reflected here.



#### **Browse Products**

Product ID	Product Name	Product Price	Product Cost	Product Type	
8	Obscurio	49.99	39.99	Game	Delete
9	Generic Toothpaste	4.99	3.99	Hygiene	Delete
12	Game Guide	14.99	9.99	Book	Delete
13	Red Bull	3.99	2.49	Drink	Delete
14	Cola	1.99	0.99	Drink	Delete
15	Sandwich	4.99	2.99	Food	Delete
16	Kettle Chips	2.49	1.23	Food	Delete