- 1) **Object** (<u>ID</u>, Price, CreatedDate, ObjectCategory, DiscountPercent, VideoLink)
- 2) Scape Room (<u>ID</u>, About, GameStory, Center, ObjectID(FK), ContactInfo, MinAge, ParticipantRange, Duration, Difficulty, ScapeRoomLevelID(FK))
- **3)** Event (<u>ID</u>, About, GameStory, Center, ObjectID(FK), ContactInfo, MinAge, ParticipantRange, Duration, Difficulty)
- **4) Online Game** (<u>ID</u>, About, GameStory, Provider, ObjectID(FK), ContactInfo, MinAge, ParticipantRange, Duration, Difficulty)
- 5) Board Game (<u>ID</u>, About, GameRules, Provider, ObjectID(FK), MinAge, ParticipantRange, Duration, Difficulty, AvailableCount)
- 6) User (ID, NickName, Email, Phone number, Birthday, EmailConfirmed, Gender)
- 7) Review (ID, UserID, Date, Content, ObjectID(FK), Score, NickName)
- **8)** Transaction (<u>ID</u>, CreatedDate, UserID(FK), HashCode, OrderID(FK), TransactionAmount, TransactionStateID(FK))
- 9) Scape Room Category (ID, Name)
- 10) Board Game Category (<u>ID</u>, Name)
- 11) Event Category (<u>ID</u>, Name)
- 12) Center (<u>ID</u>, LocationID(FK), Provider, Address)
- 13) Location (\underline{ID} , x, y)
- 14) Articles (<u>ID</u>, AuthorID(FK), Description)
- 15) Role (<u>ID</u>, Name)
- 16) Provider (<u>ID</u>, Name)

- 17) **Discount** (<u>ID</u>, UserID(FK), ExpireDateTime, DiscountPercent, MaxPrice,DiscountCode)
- **18)** Scape Room Level (<u>ID</u>, Name)
- **19)** Order (<u>ID</u>, OrderStateID(FK), UserID(FK), CreatedDateTime, FinalPrice)
- **20)** ProductOrder (OrderID(FK), ProductID(FK))
- **21)** Transaction State (<u>ID</u>, Name)
- 22) Order State (<u>ID</u>, Name)
- 23) Object Category (<u>ID</u>, Name)
- **24)** Author (<u>ID</u>, Name, Bio, UserID(FK))
- **25)** City (<u>ID</u>, Name)
- **26)** Address (<u>ID</u>, CityID(FK), Description)
- **ScapeRoom ScapeRoom Category** (<u>ScapeRoomID</u>(FK), <u>ScapeRoomCategoryID</u>(FK))
- **Event Event Category**(EventID(FK), EventCategoryID(FK))
- **BoardGame BoardGame Category** (BoardGameID(FK), BoardGameCategoryID(FK))
- **Sans** (<u>ID</u>, DateTime, ObjectID(FK), IsReserved)
- **31) Product** (<u>ID</u>, Price, ProductCategoryID(FK), SalableID)
- **32)** Reservation (<u>ID</u>, NumberOfPlayers, SansID(FK), UserID(FK))
- 33) Product Category (<u>ID</u>, Name)
- **34)** Confirmation code (<u>ID</u>, Code, UserID(FK), ExpireDateTime)

35) User Role (RoleID(FK), UserID(FK))