

## Abbreviation of our problem

We have made the choice to, for this assignment, design a system with its main functionality being: the sorting of video games. Regarding attributes we will take into consideration exclusivity/differences between regional version, console releases, design studios, publishers and game franchises for example. We would also like to provide sufficient information regarding the following attributes through use of our database:

- Games can be exclusive to 1 console or be available on multiple ones, in our database these differing releases (being released on different Console Lines or Regions) will be identified with different gameIDs. In other available databases this is common practice as well, since these games are sufficiently different to be regarded as unique data. They often consist of other system options like language or even differing game content due to cultural standards. There could also be physical differences in the cartridges shape due to incompatibility with other region's standards(i.e. PAL, NTSC).For reasons of simplicity and the improbability of contradiction, we will take for granted that the head designers and presidents spend their whole career working for a single development studio, which in most cases turns out to be true.
- Each sub franchise is mandatorily a subset of a more encapsulating game franchise, whether there are multiple, or only one which will be sequentially known as "Main".
- The time of release is not an attribute of the games dependent on the name, but the ID due to regional releases.
- When a game has been exclusively released in a foreign region like Japan for example (and there is no official english name), we will use the title in the original language, but using the roman letters, making the attribute consequent and being sufficient in use of searching engines, when interested in more information.
- If we want to take in consideration the monetary worth of games as an attribute, we will have to be dependent on already existing databases, because these fluctuate constantly.
- Some of the Console Lines will only consist of a single interpretation of the console, but even then this console is still a system within the Console Line and will be referred to by its parents name.
- A development studio can have multiple presidents and directors over time. It could be a nuisance when accidentally inserting multiple entries and not getting an error message, but due to the nature of our database restricting this can not be an option.