



Databases and Web Services Project

Kronos-Games

This project will focus on creating an online marketplace for games named Kronos-Games where customers can download games for free. For different types of users such as publishers, it will be possible for them to release their games on this site. This platform will be mostly directed at indie game publishers with the aim of providing a means to promote and release their games since there is a lack of representation for indie studios in the gaming industry.

To sign up for an account, users will have to set an email and password. Customers will have to be able to install and play games that are available at a given time. Games installed by users will be added to the user's game library. Users can review the games.

Games would have the details of their publishers, release dates, genre, and description with content for customers to view, before deciding to install them. The publishers would be supplying this content.

Users can browse the catalog where games will be divided into certain categories such as genre, release dates, publisher and reviews. From this catalog they would be able to find new games to install and play.

Specifications

- The user sees a home page containing latest games and gaming news when he/she navigates to the site from his/her search engine
- The user sees options to browse the game catalog, access the help section and more from the home page
- The user can set up an account
- The user can decide on a password
- The users can choose to be a customer, publisher or both
- The user can browse games through the catalog
- The user can install games, every game is free therefore no purchase is required
- The user can view a catalog of games or their own games library
- The user can access his/her games through the game library and play
- The user can review games
- The users who are registered as publishers can publish games
- The publishers can add descriptions and media to the games
- Clicking a button will always take the user to the section of the site that is associated with that button. For example, when the user clicks on a button like install, he will be directed to the installation page of the site.
- The users who are not registered as publishers cannot change the games descriptions (illegal)
- The publishers cannot review games (illegal)
- The users younger than a certain age cannot access age restricted games (illegal action)

Relationship Constraints:

- A player ISA user.
- A publisher ISA user.
- A published_game ISA game.
- An upcoming_game ISA game.
- An age_restricted_games_catalog ISA catalog.
- A games_available_for_everyone_catalog ISA catalog.
- single_player ISA genre.
- multi_player ISA genre.
- A player can make a single order at a time.
- Only one order can be placed by a player at a time.
- A player has a single library consisting of installed games.
- A library is unique to one player.
- A player can leave no or one review of a single game.
- A review can be left by no players at all or multiple players.
- A player can download one or multiple games.
- A game can be downloaded by no players at all or multiple players.
- A publisher can upload one or multiple games.
- A game can be uploaded by only one publisher.
- A game can have no or multiple reviews.
- A review belongs to a single game.
- A game belongs to only one catalog that holds every game in the store.
- In a catalog there are one or multiple games.
- A game can be in one or multiple genres.
- A genre can hold one or multiple games.