**Schema Diagram**

1. User (UserId, FName, LName, PhNo, EmailID, Password)
2. Identity (GameId, Game\_name, Date\_of\_release)
3. Game (Game\_name,Date\_of\_release, Size, ProdStudio, MRP, game\_link, Image, Description, Curr\_Version, Update\_Link, Date\_of\_update)
4. Category (GameId, CatName)
5. Transacts (GameId, UserId, Selling\_date, Price, Curr\_Version, PaymentOpt)
6. RateReview (GameId, UserId, Rating, ReviewText)

Note:

For initial releases, the (Update\_Link, Date\_of\_update) in Game table will be “Null”.

Also, the “GameId” in Identity table is auto generated by concatenating Game\_name + Date\_of\_release. Eg. Game\_name - Nier: Automata, Date\_of\_release – 11/05/2017, GameId – “Nier: Automata\_11052017”

**THE TABLES HAVE BEEN NORMALIZED TILL BCNF**