**Database Lab project proposal**

**Net – Coffee (or CafeGamingNet) database**

**GROUP NUMBER 3**

A picture containing icon

Description automatically generated

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1. **Definition of <<CafeGamingNet>>:**

* An **Internet cafe** (also known as a **cybercafe**) is a [café](https://en.wikipedia.org/wiki/Coffeehouse) (or a [convenience store](https://en.wikipedia.org/wiki/Convenience_store) or a fully dedicated internet-access business) that provides [Internet](https://en.wikipedia.org/wiki/Internet) access to the public. The fee for using a computer is generally charged as a time-based rate.
* The café supplies food and drinks especially coffee for the customer to enjoy and surf the Internet.
* he CafeGamingNet can also provide customer with

1. **Who can use this database?**

* The administrator will be the one who mainly use this database, not only to manage the whole store, but to also help the customers when they are in need. For instance, when the customer want to know where the absent computer spot is, admin can help them.
* The user or customer can also use but at a limit. For example, they can read the food and drinks database (but not be able to edit it) to make order. Not only that, this database will help the user to see their own data such as the remaining money.

1. **Why do we need this database?**

* To manage a lot of informations while running this business (in reality, a netcafe cyber can serve up to hundred of users per day – means up to thousands of information.
* To optimize the system to earn more profits (main purpose).

1. **General description of <<CafeGamingNet>>:**

* **Ordering computer:**
* The customer will order a computer with the admin, then go to the ordered computer’s spot to start using the store’s services.
* If all computers is occupied, the customer can either wait or leave.
* If successfully placing order, the user will be charged once they start using computer, depends on the type of computer, up until they leave or run out of money.
* **Using the computer process:**
* When using the computer, if the customer want to, they can order food or drink.
* Ordered food and drinks will be charged directly from user account, this can only happen if the customer has enough money in the account. If not then the user is asked if they want to add money or cancel the order.
* If the user run out of money while using the computer, they will be asked if they want to add money or they will have to leave.
* **If users forget their passwords then the admin can help restoring them if they tell the admin exactly their identity card’s serial.**

1. **Entities and their attributes:**

* User:
* User\_id
* User\_name
* User\_password
* DOB
* Money
* Identity\_card\_serial
* Admin:
* Admin\_id
* Admin\_name
* Admin\_password
* DOB
* Wage
* Computer:
* Type
* Computer\_id
* User\_id
* Status
* Foods and Drinks:
* Name
* Price
* Quantity

1. **Entities’ relationship:**

* Admin:
* Serve the users.
* Manage the computer and other products in the netcafegaming.
* Offer sales.
* Edit user profile.
* User:
* Use the computers.
* Order Foods and Drinks.