**CPSC 2221-01 - 1st MILESTONE**

**INSTRUCTOR HAZRA IMRAN**

**GROUP 3:**

**ARUNDEEP CHOHAN 100201711**

**MING-WEI CHU 100263266**

**TOMAS GONZALEZ ORTEGA 100266942**

**RENE MUELLER ROGER 100257606**

**REQUIREMENTS**

Requirements for the database of a video game: Lets think something like World of Warcraft or League of Legend:

PLAYER: Has uniqueID(nickname), Email, name, gender, date of birth, nationality, address, billing address, credit card number, contact number(s).

SERVERS: are basically servers distributed along different wide area networks, they will have unique name, time zone, world boss, number of characters, type.

STAFF: have uniqueID, unique SSN, company email, personal email, name, address, gender, date of birth, address, credit card number, salary, bonus, contact number(s).

DEPARTMENT: have uniqueID, name, location, phone number(s), number of employees.

AREA: uniqueID, name, realms associated (coming from servers), Region (South America, North America, Europe, East Asia, just an idea).

**FUNCTIONS**

Basically be able to UPDATE (Edit, Store and Delete) the information in the database and be able to QUERY it.

**5 ENTITIES**

PLAYER, SERVER, STAFF, DEPARTMENT, AREA.

**RELATIONSHIPS**

PLAYERs plays in a SERVERs.

STAFF works on DEPARTMENTs.

Each AREA have several SERVERS.

STAFF moderate and admin accounts of PLAYER.

PLAYER evaluate STAFF (through survey).

SERVER are located in an AREA.

**ASSUMPTIONS**

The database has the function to keep track of players as well as basic information about the servers, staff, and departments of a game company running a single mmorpg and the relationship between each entity presented.