**Participants:** Trey Daugherty

**Title:** Video Game Store

**Summary:** A game store that sells multiple games at various prices and on various systems. The store will also have employees and customers from all walks of life.

- The **Store** table will have store id, store name, address, phone number, and state.
- The **Game** table will have game id, store id(foreign), game name, game price, console, and number of copies.
- The **Employee** table will have employee id, store id(foreign), employee first name, employee last name, and employee phone number.
- The **Customer** table will have customer id, customer first name, and customer last name.

**Relationships:**

- Store and game tables will have a many-to-many relationship with store id being the foreign key in the game table.
- Store and employee tables share a one-to-many relationship with store id as the foreign key.
- Store and customer table share a one-to-many relationship with store id as the foreign key.
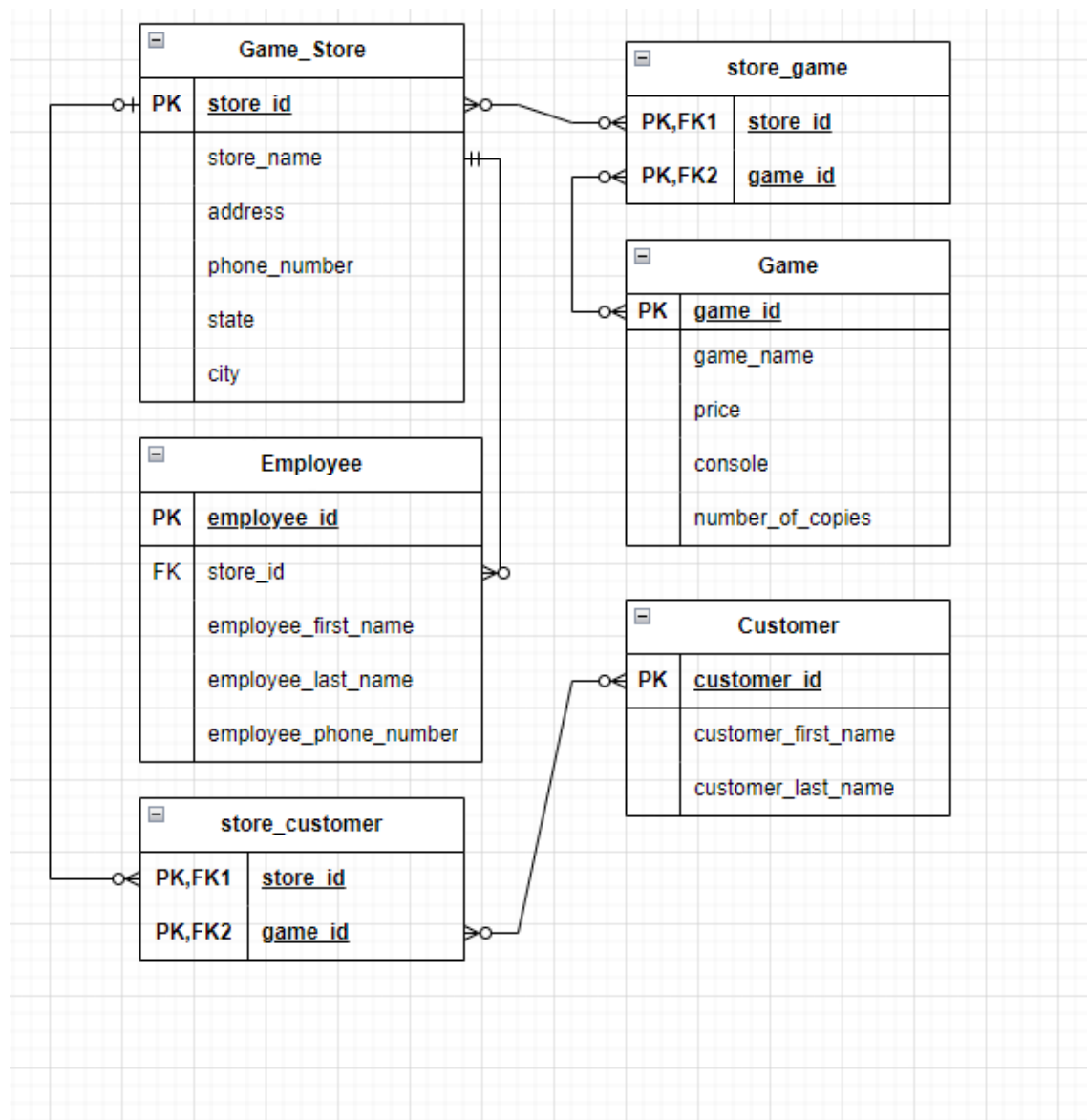
**Endpoint Features:**

    Store:

        Post: create a new store with new details.

        Get: look at the store details.

        Put: change store details if name or location changes.

        Delete: remove store if it goes out of business.

Game:

      Post: get a new game in stock.

      Get: look at game details.

      Put: change price on game.

Employee:

      Post: hire new employee.

      Delete: fire employee.

Customer:

      Post: welcome a new customer.

Store game:

      Get: all