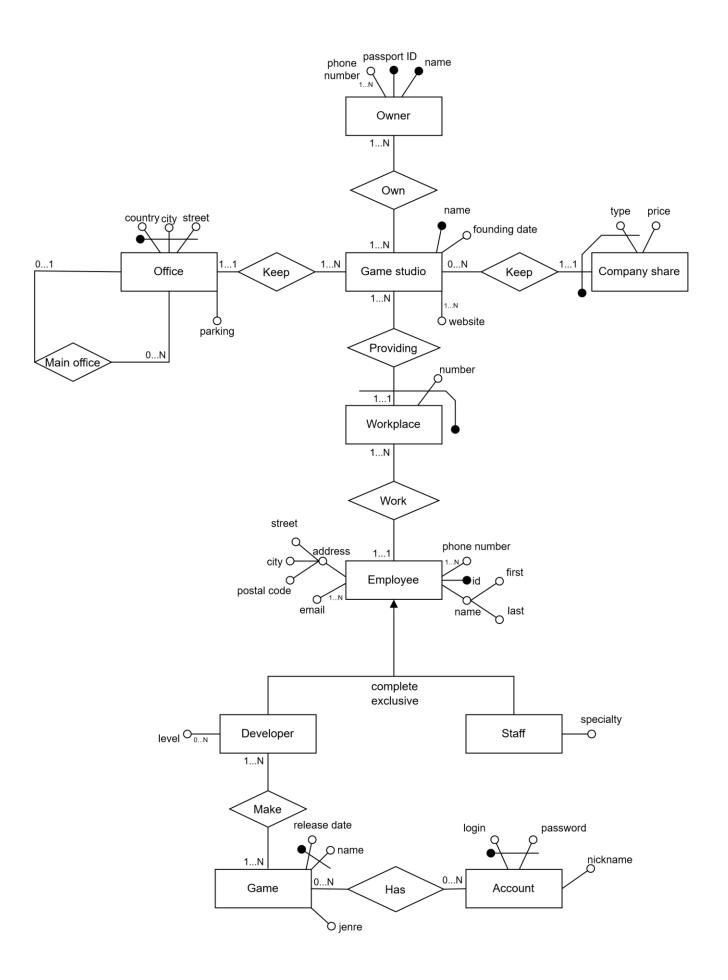Owner (<u>passport ID</u>, <u>name</u>)

Phone number (<u>number, owner</u>)
FK: (owner) ⊆ Owner(passport ID)

Game studio (<u>name</u>, founding date)

Website (<u>gameStudio, website</u>)
FK: (gameStudio) ⊆ Game studio(name)

Own(<u>gameStudio, owner</u>)
FK: (gameStudio) ⊆ Game studio(name)
FK: (owner) ⊆ Owner(passport ID)

Company share(price, <u>type, gameStudio</u>)
FK: (gameStudio) ⊆ Game studio(name)

KeepShare (companyShare, <u>gameStudio</u>)
FK: (companyShare) ⊆ Company share(gameStudio)
FK: (gameStudio) ⊆ Game studio(name)

Office (<u>country, city, street,</u> parking)

Main office (<u>mainOfficeCountry, mainOfficeCity, mainOfficeStreet,</u> officeCountry, officeCity, officeStreet)
FK: (mainOfficeCountry, mainOfficeCity, mainOfficeStreet) ⊆ Office(country, city, street)
FK: (officeCountry, officeCity, officeStreet) ⊆ Office(country, city, street)

KeepOffice(<u>gameStudio, officeCountry, officeCity, officeStreet</u>)
FK: (gameStudio) ⊆ Game studio(name)
FK: (officeCountry, officeCity, officeStreet) ⊆ Office(country, city, street)

Workplace(<u>gameStudio</u>, number)
FK: (gameStudio) ⊆ Game studio(name)

Providing (workplace, <u>gameStudio</u>)
FK: (gameStudio) ⊆ Game studio(name)
FK: (workplace) ⊆ Workplace(gameStudio)

Employee (<u>id</u>)

Name(<u>employee</u>, first, last)
FK: (employee) ⊆ Employee(id)

Address(<u>employee</u>, street, city, postalCode)
FK: (employee) ⊆ Employee(id)

Phone number employee (<u>number, employee</u>)
FK: (employee) ⊆ Employee(id)

Email employee (<u>email, employee</u>)
FK: (employee) ⊆ Employee(id)

Staff (<u>id</u>, speciality)
FK: (id) ⊆ Employee(id)

Developer (<u>id</u>)
FK: (id) ⊆ Employee(id)

Level (<u>developer, level</u>)
FK: (developer) ⊆ Developer(id)

Work (<u>employee</u>, workplace)
FK: (employee) ⊆ Employee(id)
FK: (workplace) ⊆ Workplace(gameStudio)

Game (<u>releaseDate, name</u>, jenre)

Make (<u>gameReleaseDate, gameName, developer</u>)
FK: (developer) ⊆ Developer(id)
FK: (gameReleaseDate, gameName) ⊆ Game (releaseDate, name)

Account(<u>login, password</u>, nickname)

Has (<u>accountLogin, accountPassword, gameReleaseDate, gameName</u>)
FK: (accountLogin, accountPassword) ⊆ Account(login, password)
FK: (gameReleaseDate, gameName) ⊆ Game (releaseDate, name)