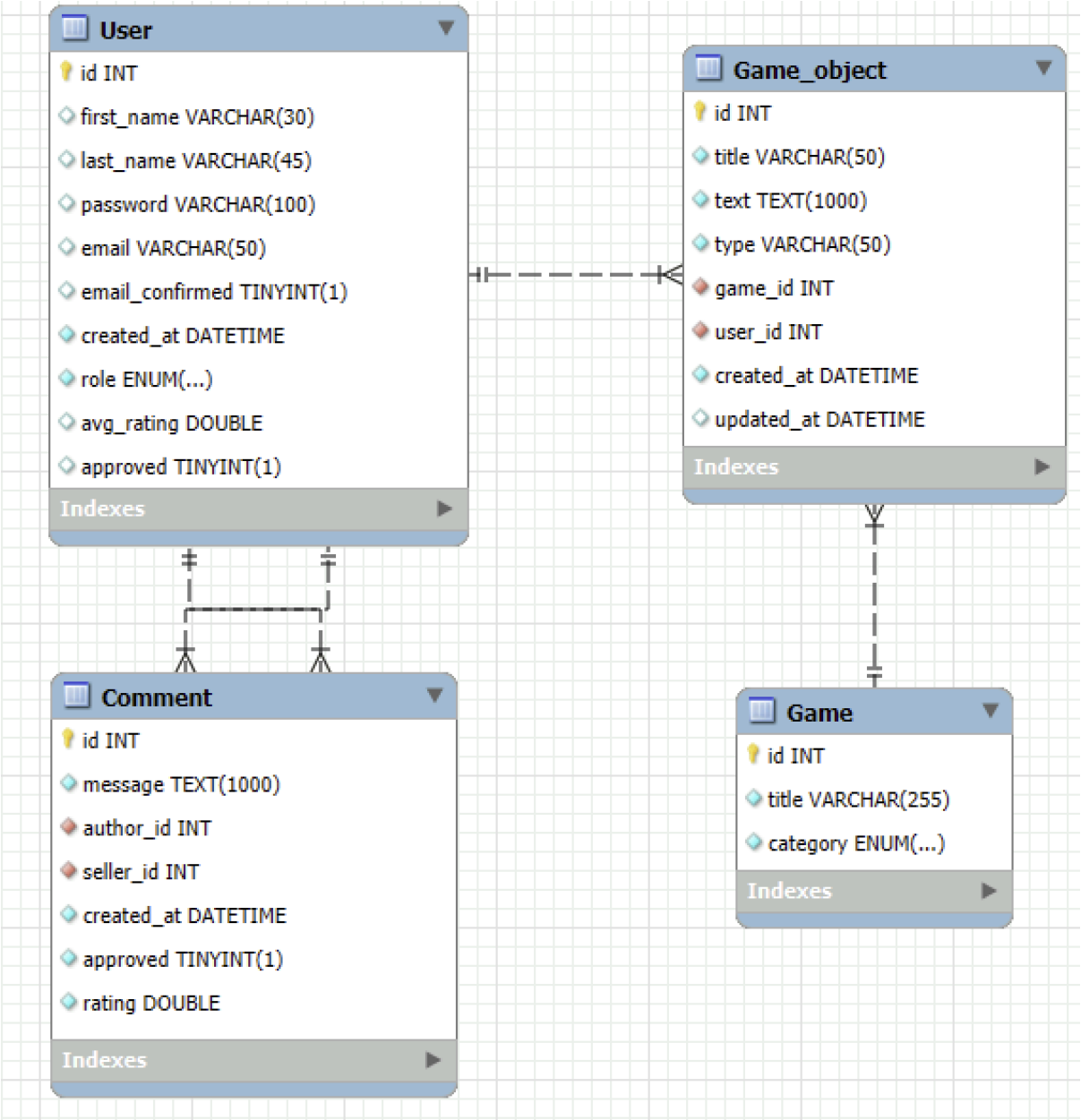
Database documentation



The database represents a rating system. The main purpose is to store and manage information about users of 3 roles: USER, ADMINISTRATOR, SELLER, games, game objects and comments about sellers. The schema includes 4 entities: User, Comment, Game and Game_object.

The table *User* stores user information for the application. Each user can be an administrator, seller or user. The attributes of the table are:

- id - the unique identifier of each user,
- first_name, that represents users first name,
- last_name, that represents users last name,
- password, stores hashed password for user authentication,
- email, that represents users email,

- email_confirmed, that represents if user confirmed his email address,
- created_at, stores date and time when user was created,
- role, represents users role,
- avg_rating, stores sellers rating, calculated from comments,
- approved, represents if administrator approved sellers profile creation.

All attributes except of id, created_at and role could be null.

The table *Game* stores game information. The attributes of the table are:

- id - the unique identifier of each game,
- title, represents title of the game,
- category, represents game category (is enum)

All attributes should be not null.

The table *Game_object* stores information about game objects sellers add. The attributes of the table are:

- id - the unique identifier of each game object,
- title, represents title of the gameobject,
- text, represents description of game object,
- type, represents type of the game object,
- created_at, stores date and time when game object was created,
- updated_at, stores date and time when game object was updated,
- game_id, represents game from which is game object,
- user_id, represents seller, that added this object

All attributes should be not null, except of updated_at.

The table *Comment* stores comments added by users. The attributes of the table are:

- id - the unique identifier of each comment,
- message, represents body of the comment,
- author_id, represents user, that added this comment,
- seller_id, represents seller about whom is comment,
- rating, represents how user rate seller,
- approved, represents if administrator approved comment

All attributes should be not null.

All the relationships between tables are one-to-many relationships, the only exception is the relationship between User and Comment that has two one-to-many relationships:

- A user can add multiple comments, but each comment is associated with a single user, also each comment is about one seller and one seller can get multiple comments.
- A game object is from one concrete game. But one game could have multiple game objects.
- One seller can add multiple game objects, but each game object is added only by one seller.