DT228 DT282 Year 2 Databases I Continuous Assessment

Case Study for CA Part I 2017/2018

A computer games shop called 'Games Galore' sells electronic games some of the games can run on several gaming consoles. The shop also sells gaming consoles and accessories, both generic accessories and those for specific consoles. Games Galore want to design an information system to support all the retail activities of the shop.

The details of each item of stock available for sale in the shop will be stored. These include a unique numerical stock code (5 digits), the type of item it is (game, console, accessory etc.), a description, the number of items of that product currently in stock, the price the shop paid for a single item, and the percentage mark-up they intend to add when selling (e.g. 10% this will allow the retail price to be calculated so if the shop paid 100€ for an item if the mark-up is 10% they will sell it for 110). In addition, for each game its name, release date, console needed, the age group it is suitable for, and the skills needed to play the game are stored.

The shop buys games, consoles and accessories from several suppliers and needs to store details about these suppliers including their company name, main email (must include an @ symbol) and phone contact details. Each supplier is given a unique numerical ID (5 digits). Suppliers can supply many different kinds of game, console and accessory. Each supplier can have one or more sales representatives and for each supplier the name, email and phone contact of their representatives needs to be stored. Each representative has a unique numerical ID (5 digits). A representative can work for one or more suppliers.

Each item sold in the shop can be supplied by many suppliers and a supplier can supply several different items. To place an order with a supplier (supplier order), the shop identifies the items to be ordered and adds the quantity of each that they want to order. Each order has a unique order number (6 characters which must start with a letter followed by 5 digits). The date the order is made is also stored in addition to the sales representative with whom the order was made. When the order is delivered, the delivery date is recorded.

The games shop has a panel of reviewers who review the games that the shop stocks. Each reviewer has a unique username (8 characters in length but can include numerical values); a password (must be at least 8 characters in length but can include numerical values); and an e-mail address (which must include the @ symbol and should be unique i.e. two reviewers cannot have the same email address). When he/she wants to add a review, the reviewer will log on to the system which will present them with a list of games available for review, he/she will then select the game to be reviewed and enter in the review text. The date the review is entered is stored with the review. Many reviewers can review a game and a reviewer can review many games. Each reviewer can only review a game once. The following is a list of reviews that have been posted against one of the games:

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GAME REVIEWS

Game Id: GG101 ESCAPE FROM KONG Game name:

Age group: 3+ Skills required: Point and click

Supplier name: Gruesome Games

Reviewer name: John Browne **JBR** Review date: 03/05/2002 Reviewer username:

Review:

I thought this game was overrated. I played it for about 6 hours last weekend and I don't want to go back

Reviewer name: **JGR** Review date: 03/03/2002 Jason Greene Reviewer username:

Review:

I loved this game. I loved the movie and I found the game was very similar. I felt I was the hero in the movie. It took me about 20 playing hours to bring down Kong, so I felt I got my money's worth.

Reviewer name: Amanda McDonnell Reviewer username: AMCD Review date:

Review:

I thought this game was probably more suited for boys. My little brother loved it but I didn't like it at all. I

don't like chasing big gorillas.

Reviewer name: Greg O'Brien Reviewer username: GROB Review date: 03/05/2002

Review:

Brilliant. I played it for hours. My friends came over and we all had a go at the different levels. I couldn't get past the final level, but my friend could.