Games Galore want to design an information system to support all the retail activities of the shop.

A computer games shop called ‘Games Galore’ sells

electronic games some can run on several gaming consoles. The shop also

sells gaming consoles and accessories,

generic accessories

specific accessories for specfic consoles.

# Details of each item of stock 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

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 markup is 10% they will sell it for 110).

# for each game

its name

release date

console(s) needed,

the age group it is suitable for

and the skills needed to play the game

# The shop buys games, consoles and accessories from several suppliers and needs to store details about these **suppliers** including

company name

main email (must include an @ symbol)

phone contact details

a unique numerical ID (5 digits).

Type of stock supplied

Their sales representatives

Each item sold in the shop can be supplied by many suppliers and a supplier can supply several different items.

# for each supplier representative

the name

email

phone contact of their representatives

a unique numerical ID (5 digits).

A representative can work for one or more suppliers.

# To place an order with a supplier (supplier order), the shop identifies

the items to be ordered

the quantity of each that they want to order

unique order number (6 characters which must start with a letter followed by 5 digits).

The date the order is made

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, on a system, an

unique username (8 characters in length but can include numerical values)

password (must be at least 8 characters in length but can include numerical values)

e-mail address (which must include the @ symbol and should be unique)

a list of games available for review

# When a game is selected and an review is given:

entered 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.

Other reviews given by other people