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Assignment#9 DB#2

September 29, 2016

**Game Asset Database Use Case**

The premise of this database is to allow a user to search for assets that have been created for a game. Queries such as a specific building model, what kind of materials a building uses, and cosmetic items that are associated with a particular building model would be facilitated. This would allow a digital artist or level designer to easily track the details of a particular game and the assets it is utilizing.

**Requirements**

* Building model-
  + Has a name, designer’s name, material (brick, granite, etc.) type, program used to model the building and a building ID.
  + Can utilize multiple cosmetic models.
* Game-
  + Has a name and game ID.
  + Can use multiple building models (not all developers would do this, but not entirely unheard of).
* Cosmetic model-
  + Has a name, material type, designer’s name, program used to create the model, and cosmetic ID.
  + Can be used by multiple building models.

Note: I considered utilizing a publisher requirement, but I feel a database such as this would be used internally. Thus the need for a publisher would be nullified.