INTERNATIONAL VIDEO GAME COMPANY HUMAN RESOURCES

I will be making a database representing a large international video game company. They will

have offices in multiple regions, and work on many projects at once. The idea is similar to how

Rockstar has Rockstar North, etc, or how Sony has Sony San Diego that makes the MLB the

Show game. The company will have many employees with different skillsets, such as artists,

directors, designers, and coders. They will work on different projects which can span multiple

office sites. For instance the office in Los Angeles could be working on the same project as an

office in London. I think this will provide adequate complexity for a database. Just for fun I will

call the company “Geronimo Games.”

The entities I will have in my database are:

 Employees – they will have names, job titles, ages, experience levels

 Projects – This will be the games the company is working on

 Skillsets – this will be the skills each employee has, such as Java programmer,

artist, etc

 Offices – The difference office locations housing employees and projects for the

company

The relationships I will have:

 Employees work on projects – they can work on more than one project

 Employees work in Offices – they can only work in one office location

 Employees have skillsets – this is a many-to-many relationship, because

employees can have multiple skills, and any given skill can be possessed by many

workers

 Employees are subordinates of other employees – as there are inexperienced

workers, and then mid-level and senior programmers, all the way up to the C

level titles