**Hyrule Software**

# Memo

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**CC**:

## Project Idea proposal: Indie Game Developer Hub

This concept focuses on the indie game development community, offering a platform to manage ongoing projects and potentially find new team members or collaborations by checking out project status and who is involved.

Regarding the Database Design:

1. **Projects Table**

Stores details about independent game projects.

Columns (Attributes): ProjectID (PK), Title, Genre, Engine, ESRBrating, DimensionType, Description, DeveloperID(FK), StartDate, EstimatedCompletionDate, StatusOfTheProject

1. **Developers Table.**

Stores information about individual developers or indie studios.

Columns (Attributes): DeveloperID (PK), Name, LastName, StudioName(nullable), Location, Website, email.

1. **Project Contributors Table.**

Represents the many-to-many relationship between the Projects and Developers Table (who may work on multiple projects).

Columns (Attributes): ContributionID (PK), ProjectID (FK), DeveloperID(FK), Role, StartDate, EndDate.

Regarding the Business Rules:

1. Developers can only contribute to no more than three **active** projects at any given time.
2. If the project's Estimated Completion Date is 90 days past the current date, the project's status must change automatically from active to inactive.