Site URL: http://flip2.engr.oregonstate.edu:2123/

Project Title: Ophelia's Potions and Spells Emporium

Group 106

Team Members: Angelia-Grace (Cady) Martin, Hannah Rummel

Summary of student/instructor feedback and iterative changes

Initial version: In our initial database outline, we planned a database consisting of six tables plus two intersection tables for our two M:N relationships (potions to transactions and spell books to transactions). These same tables have persisted through the normalization process and final implementation.

Peer-reviewers suggested other tables whose functionality would have been redundant, so in our **second iteration**, we edited our descriptions of existing tables for clarity.

In our **third iteration**, we updated names of entities and attributes for consistency. Table names were capitalized and attribute names were converted to snake case. We fixed small syntax errors identified by our peers in testing, such as missing commas.

In our **fourth iteration**, we implemented CRUD functionality for a single entity. We polished the UI and added a stylesheet for aesthetics, smoother navigation, and clarity of information. This included our choice of color scheme, site font, and the decision to add a fixed sidebar for ease of navigation. We chose diluted high-contrast colors (pink and pale green) to ensure clear readability without eye strain, and this aesthetic has persisted through each iteration since. We added dynamic drop-down menus and READ functionality for intersection tables, and we fixed inconsistencies in the transactions table between the DML and the UI identified by peer reviewers.

In our **fifth iteration**, we continued implementing CRUD functionality. We were informed by peer reviewers that our UPDATE and DELETE functions were not working; in truth, they were working fine but the changes were not visible until the page refreshed. We addressed this with an auto-refresh after each call to UPDATE/DELETE.

In our **sixth iteration**, we implemented remaining CRUD functionality and bug fixes, and ensured that our project was consistent across the outline, ERD, Schema, UI, and the database itself.

Database Outline

Overview

Ophelia's Potions and Spells Emporium is a shop run by your friendly neighborhood

witch. This database allows her to manage her shop, including sales records, inventory

(potions, potion ingredients, and spell books) and customers. The shop has had a recent

influx of new customers and she has been struggling to keep track of orders. She now

has 50-100 customers a day. One particular problem that this database will help solve is

ensuring that she has all of the necessary ingredients for her potions. Knowing which

ingredients are used most frequently will help her keep an adequate stock of potions.

Tables

Customers

This table keeps track of all of Ophelia's current customers. The only information that

we need to record is the customers first name, last name, and email (for promotional

materials of course)

customer_ID: int, auto_increment, unique, not NULL, PK

first_name: varchar(50), not NULL

last_name: varchar(50), not NULL

email: varchar(50), not NULL

relationships:

Customers/Transactions is 1 to M (Customer can be associated with many

sales records but a sales record can only be associated with one customer)

Transactions

This table keeps a record of all of the sales that Ophelia has at her shop, including which customer placed the order and what items they purchased.

transaction_ID: int, auto_increment, unique, not NULL, PK customer_ID: int, not NULL, FK from Customers transaction_date: date, not NULL payment method: varchar(20), not NULL

relationships:

- Transactions / Customers is M to 1 (one customer can make many purchases, but a purchase can be made by only one customer at a time)
- Transactions / Potions is M to M (a sale can include many potions, and a potion type can be sold in many different sales)
- Transactions / Spell_Books is M to M (a sale can include many different spellbooks, and a spell book can be sold in many different sales)

Potions

This table contains all of the types of potions that are sold at Ophelia's store and tracks relevant details (name, effect, price, et cetera).

potion_ID: int, auto_increment, unique, not NULL, PK

potion_name: varchar(120), unique, not NULL

potion_effect: varchar(150), not NULL
potion_color: varchar(20), not NULL

potion_price: int, not NULL

relationships:

- Potions / Transactions is M to M (a given sales record can have many potions associated with it and a given potion can be associated with many sales records)
- Potions / Ingredients is M to M (a given potion can have many ingredients and a given ingredient can be associated with many potions)

Spell_Books

This table contains all of the spell books that are sold at her store.

book_ID: int, unique, not NULL, PK

book_title: varchar(50), not NULL

book_price: int, not NULL

relationships:

 Spell_Books / Transactions is M to M (a given sales record can include many books and a given book can be sold many times)

Ingredients

This table keeps a record of all of the ingredients that are needed to make the potions.

ingredient_ID: int, unique, not NULL, PK

ingredient_name: varchar(50), not NULL

ingredient_source: varchar(120), not NULL

relationships

• Ingredients / Potions is M to M (a given potion can have many ingredients and a given ingredient can be used in many potions)

Book_Transactions

This is an intersection table to bridge the M:N relationship between Spell_Books and Transactions.

book_ID: int, not NULL, FK from Spell_Books

transaction_ID: int, not NULL, FK from Sales_Records

book_price: int

quantity: int

Potion_Transactions

This is an intersection table to bridge the M:N relationship between Potions and Transactions.

potion_ID: int, not NULL, FK from Potions

transaction_ID: int, not NULL, FK from Sales_Records

potion_price: int

quantity: int

Potion_Recipes

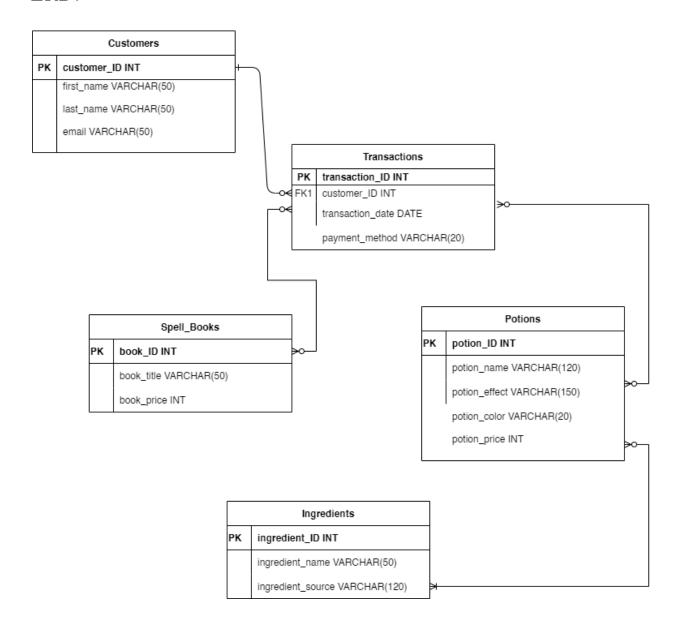
This is an intersection table to bridge the M:N relationship between Potions and Ingredients.

potion_ID: int, not NULL, FK from Potions

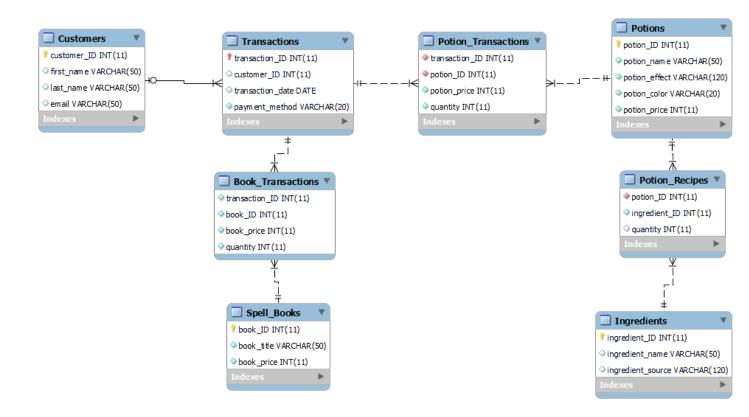
ingredient_ID: int, not NULL, FK form Potion_Ingredients

quantity: int

ERD:



Schema:



Sample Data:

POTION_ID (PK)	POTION_NAME	POTION_EFFECT	POTION_COL OR	POTION PRICE	
(FIX)	FOTION_INAIVIE	FOTION_EFFECT	UK	_FRICE	ECIFE (FK)
1	"Potion of Water Breathing"	Allows the user to breathe underwater.	Blue	20	1
2	"Potion of Exploding Flame"	Creates a big flame explosion.	Yellow	25	2
3	"Potion of Intense Focus"	Grants the user intense focus for its duration.	Purple	20	3
4	"Potion of Wondrous Healing"	Heals the user from many a sickness.	Red	40	4
5	"Potion of Light-Footedness"	Grants the user enhanced speed and agility.	Pink	20	5
6	"Potion of Orange	Bottomless bottle of orange	Orange	9	6

	Juice"	juice.			
7	"Potion of Pain"	Causes great pain to any who drink it.	White	99	7
8	"Potion of Mystery"	Unknown.	Gray	999	8

BOOK_ID (PK)	BOOK_TITLE	BOOK_PRICE		
1	"Beginner's Guide to Witchery"	25		
2	"New Age Cooking Spells"	25		
3	"Hitchhiker's Guide to Hexes"	42		
4	"Terrible, Horrible, No-Good Curse Book"	50		
5	"Spell Jars for Dummies"	18		

TRANSACTIONI D(PK)	CUSTOMER_ID (FK)	DATE	PAYMENT_METHO D
43	22	2023-01-29	Apple Pay
44	38	2023-02-04	Debit Card
45	9	2023-02-05	Credit Card
46	12	2023-02-05	Credit Card
47	3	2023-02-08	Cash
48	26	2023-02-11	Debit Card
49	22	2023-02-12	Cash

50	22	2023-02-23	Apple Pay
51	10	2023-02-24	Credit Card

CUSTOMER_ID	FIRST_NAME	LAST_NAME	EMAIL
	Harriet	Haystacker	stacking.hay@gmai I.com
19	Belinda	Blight	blight.on.society@g mail.com
20	Walter	Wobbly-legs	my.legs.wobble@g mail.com
21	Larry	Lawnmower	larry@gmail.com
22	McKinsleigh	Brown	mckinsleigh2006@ gmail.com
23	Jack	In-the-box	jackinthebox@gmai I.com
INGREDIENT_I D	INGREDIENT_NAME	INGREDIENT_SOURCE	
1	Sweet-scented rosewater	That sketchy shop at the corner of 5th and Main	
2	Fresh frog feet	The frog bog	
3	A perfectly tuned high C	Ophelia's perfectly tuned piano	
4	Day-old bread	Ophelia's favorite food joint down south of downtown	
5	Orange	The orange orchard up north of uptown	
6	Pixie powder	Where pixies live	

INTERSECTION TABLES:			
BOOK_ID		TRANSACTION_ID	
	1		43
	4		43
	2		47
	3		48
	3		50
	4		50
	5		50
POTION_ID		TRANSACTION_ID	
POTION_ID	4	TRANSACTION_ID	1
POTION_ID	4 5	TRANSACTION_ID	1 1
POTION_ID		TRANSACTION_ID	
POTION_ID	5	TRANSACTION_ID	1
POTION_ID	5 6	TRANSACTION_ID	1 48
POTION_ID	5 6 1	TRANSACTION_ID	1 48 51
POTION_ID	5 6 1	TRANSACTION_ID	1 48 51
POTION_ID	5 6 1	TRANSACTION_ID	1 48 51
POTION_ID	5 6 1	TRANSACTION_ID	1 48 51
	5 6 1		1 48 51
POTION_ID	5 6 1	TRANSACTION_ID INGREDIENT_ID	1 48 51
	5 6 1		1 48 51
	5 6 1 4	INGREDIENT_ID	1 48 51 51

6	1
6	6
8	2
8	5
8	6
7	3
1	3

Screen Captures

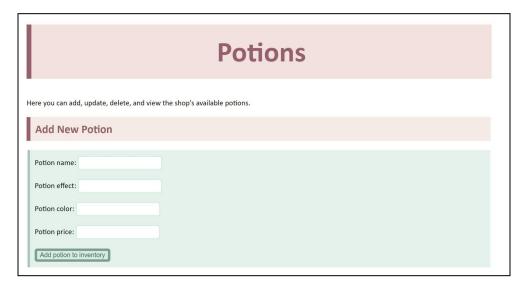
Home Page and Navigation



The navigation sidebar is present on every page of the website.

Potions Page

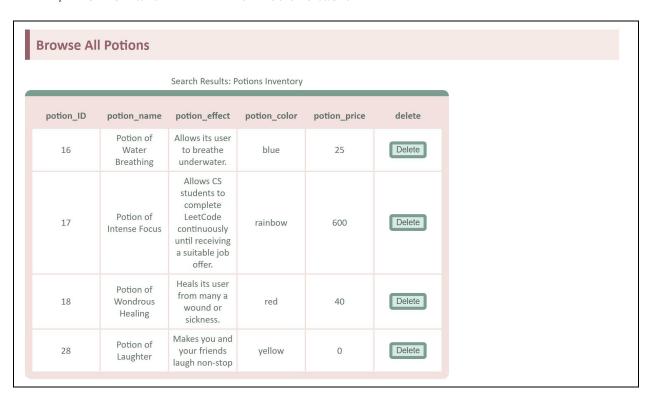
CREATE/INSERT/ADD NEW for Potions table



UPDATE/PUT for Potions table (with dynamically populated dropdown)



READ/BROWSE and DELETE for Potions table



Spell Books Page

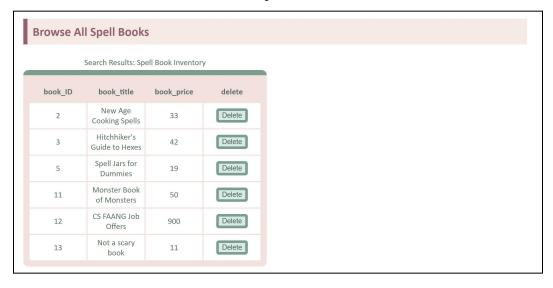
CREATE/INSERT/ADD NEW for Spell Books Table



UPDATE/PUT for Spell Books Table (with dynamically populated dropdown)

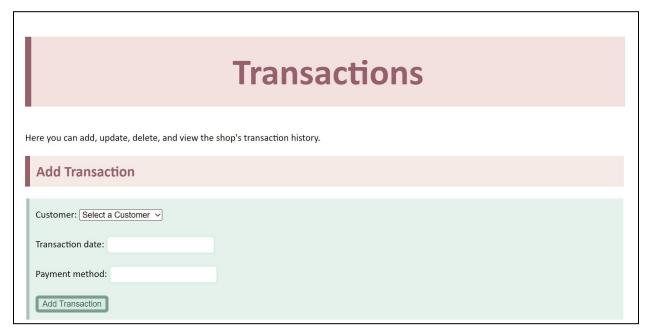


READ/BROWSE and DELETE for Spell Books table

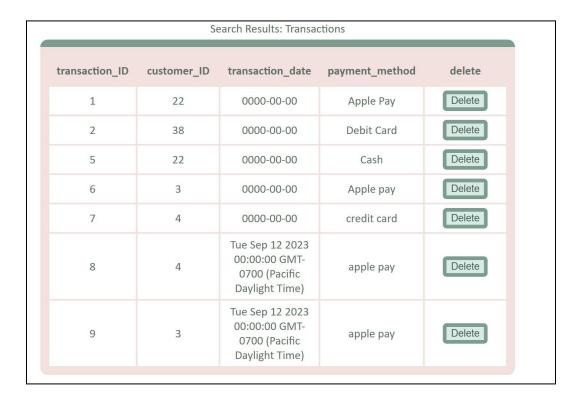


Transactions Page

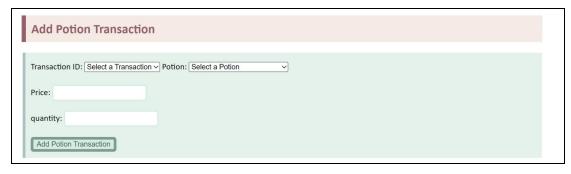
CREATE/INSERT/ADD NEW for Transactions Table



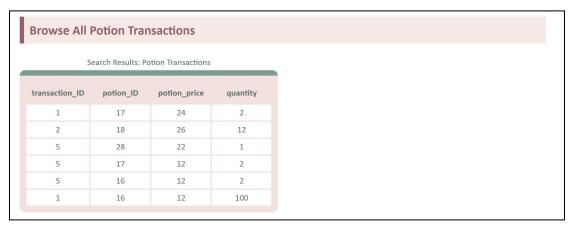
READ/BROWSE and DELETE for Transactions table



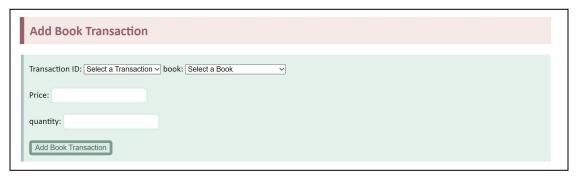
CREATE/INSERT/ADD NEW for Potion_Transactions Intersection



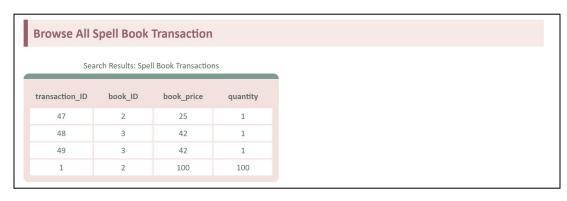
READ/BROWSE for Potion_Transactions Intersection



CREATE/INSERT/ADD NEW for Book_Transactions Intersection



READ/BROWSE for Book_Transactions Intersection



Customers Page

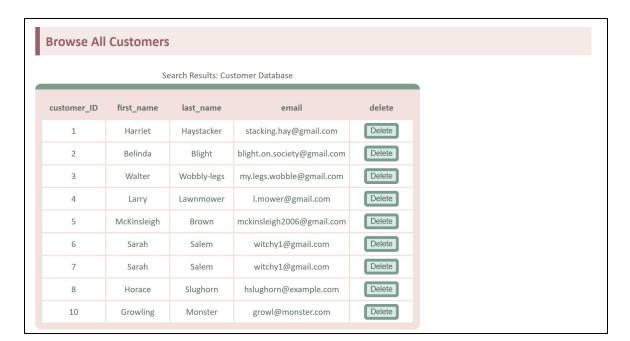
CREATE/INSERT/ADD NEW for Customers Table

Custom	ers
Here you can add, update, delete, and view the shop's customer information.	
Add New Customer	
First name:	
Last name:	
Email:	
Add customer to database	

UPDATE/PUT for Customers Table (with dynamically populated dropdown)



READ/BROWSE and DELETE for Customers table

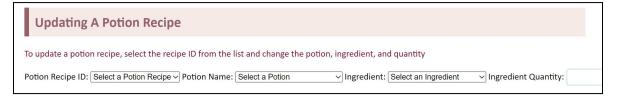


Potion Recipes Page

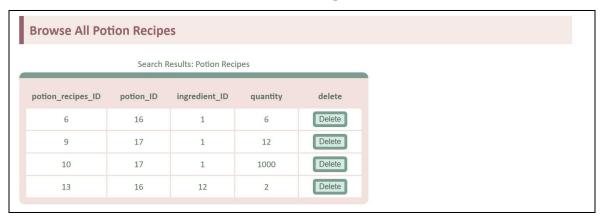
CREATE/INSERT/ADD NEW for Potion Recipes Table

Potion Recipes
Here you can add, update, delete, and view the shop's available Potion Recipes.
Add New Potion Recipe
Potion Name: Select a Potion
Ingredient: Select an Ingredient
Ingredient Quantity:
Add Potion Recipe

UPDATE/PUT for Potion Recipes Table (with dynamically populated dropdown)

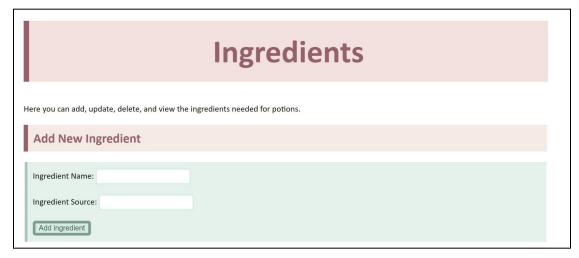


READ/BROWSE and DELETE for Potion Recipes table



Potion Ingredients Page

CREATE/INSERT/ADD NEW for Ingredients Table



UPDATE/PUT for Ingredients Table (with dynamically populated dropdown)



READ/BROWSE and DELETE for Ingredients table

