

Project Proposal

CSE 311L.3 (RiH)

Group (G)

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Online PlayStation Network (PSN)

Database Store

In this project, we will be making an online PlayStation Network (PSN) Database Store where users can sign up for an account and purchase games under their account.

The users will get to choose from a collection of games available in the PSN Store which can be purchased individually or together. The games can be free, paid or subscription based.

# Technologies:

* Back-end Language: PHP
* Front-end Language: HTML & CSS
* Database: SQL
* GitHub: <https://github.com/arafatanam/CSE311.3-Fall22-RIH-G>

|  |  |
| --- | --- |
| **Table** | **Attributes** |
| Users | * ID * Username * Password |
| Games | * Name * Genre * Release\_Year * Publisher\_Name * Price$ * SubID * Rating |
| Subscription | * SubID * Subsription\_Plan * Price |
| Accessories | * Name * Price * SubID |

# Features:

* Users: Users will contain an ID (incremented by 1 with every new user), Username (unique for all users) and a Password (secured in the database)
* Games: Games with contain a Name (Unique for each game), Genre (Type od the game), Release\_Year (The year the game was released), Publisher\_Name (The company publishing the game), Price$ (The price to purchase the game), SubID (Subscriptions available for the game) and Rating (Rating given by users)
* Subscription: Subscription will contain a SubID(Specific Subscription ID for the Plans), Subscription\_Plan(Plan details for the subscription) and Price (Price of the plan)
* Accessories: Accessories will contain a Name (Name of the accessory), a Price (Price of the accessory) and a SubID (Subscription Plan available for the accessory)

