

Database Design Assessment - Game Distribution

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During the construction of the game distribution Extended Entity Relationship Model, there were many assumptions made about the information provided to map this model.

When mapping the **CUSTOMER_ACCOUNT** and its ability to **ACCEPT_FRIEND**, the assumption made was that a customer could only accept a single member at a time, rather than being able to select multiple to accept or deny, because of this I gave the recursive relationship a (1, 1) relationship.

Another assumption made was that the *Sales Report* should be implemented as a procedure or script rather than implemented into the database in some way. This is because the content of a report on the statistics is not really suitable to be implemented in an EER Diagram.

Another assumption made was that we could only use a single credit card to purchase **LICENSE(S)** at a single time, that there was no split-payment method of paying as this is less commonly found in an online site.

Licences for games is assumed that a user can **LEND** or **GIFT** multiple licences at a single time.

Lastly we assumed that the user interface only allows for accepting a single **USER** at a time, and that we cannot group many friends at a single time.