Video Game Sales Data-Site

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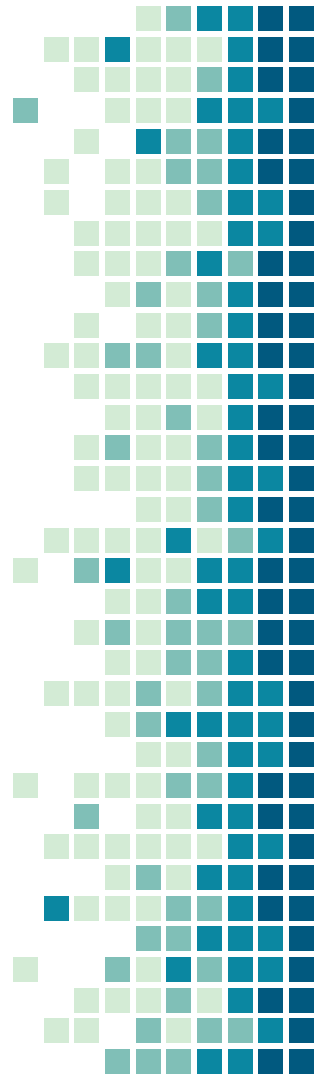GitHub: https://github.com/cestrada35/CSE111_Project

Overview

Part 1 (slides):

- System description

- Use-case diagram

- E/R diagram

- Relational Schema

- Implementation Details

Part 2 (demo):
- SQLite database
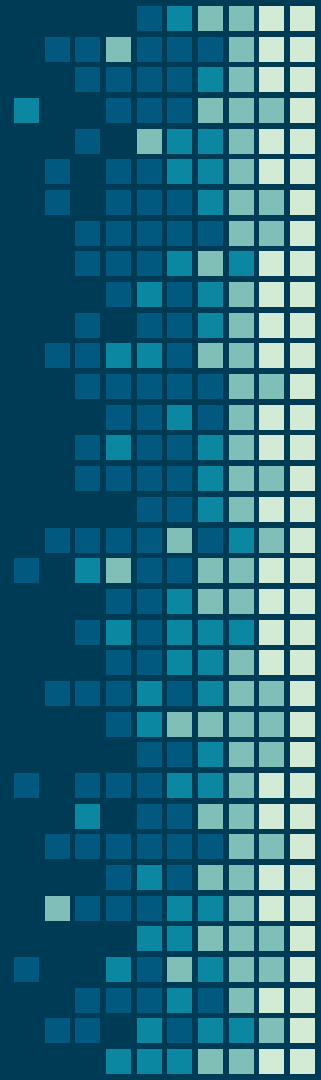- Python scripts & Queries
- UI Showcase

System Description

Project goal is to create an interactive web page that allows a user to view the sales data of video game titles

Originally:

- Users search up a particular game by title
- Users can view different attributes of a title
- Users can also compare the success of multiple games with a "compare function"

Changes:

- Loss of compare function
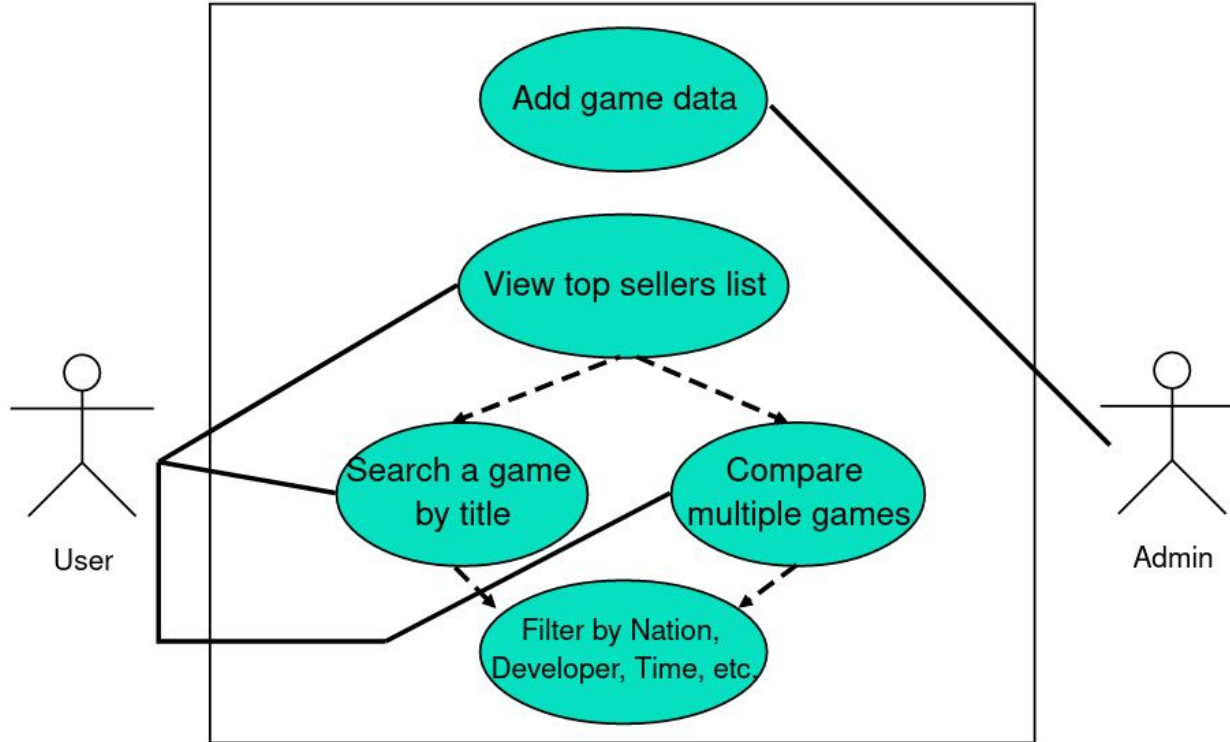- Unfinished admin privileges

Important Use-Cases

General Users

- View most successful games list
- Search up information about a single game
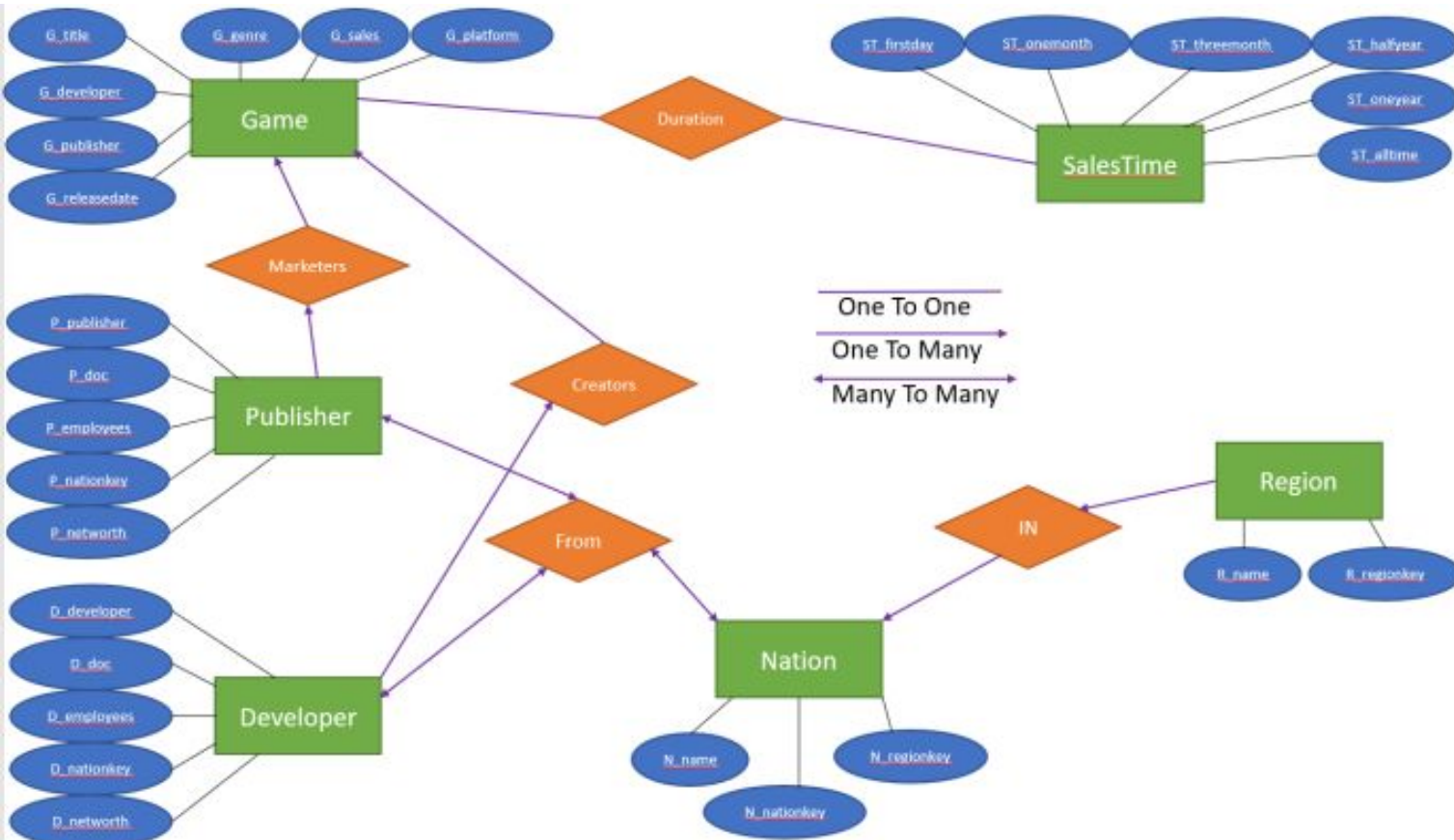- Filter data by attributes

Admin Users

- Add/Edit game data (database)

Use-Case Diagram

E/R Diagram/ Schema

Relational Schema

Game

G_title   G_publisher

G_genre   G_releasedate

G_sales   G_developer

G_platform

Publisher

P_publisher   P_nationkey

P_doc   P_employees

P_networth

Developer

D_developer   D_doc

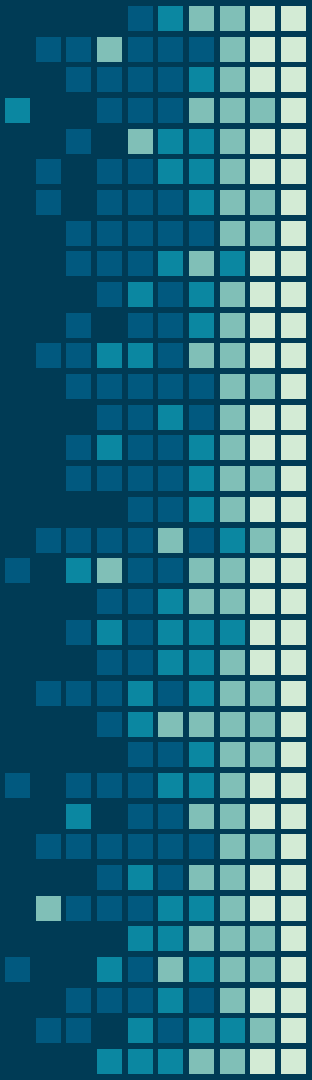D_employees   D_networth

D_nationkey

Nation

N_name   N_nationkey

N_regionkey

Region

R_name

R_regionkey

SalesTime

ST_oneyear

ST_alltime

Implementation details

-IDE Type

Visual Studio Code

-Database

SQLite3

-Programming Language(s) Used:

 Python, HTML, SQL, CSS, (PHP -> Javascript)

Time for Demo!