**Assignment01**

**Section# \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Group# \_\_\_\_\_\_\_8\_\_\_\_\_\_\_\_\_**

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**Project proposal:**

Starting in 1985 Nintendo has released 11 different consoles, this of course does not include the 17 different hand held devices over the years. In this project we will be creating a database with the information available about all of these consoles.

The entities that we wish to use are the CONSOLES which are the heart of the project they have information specific to each one such as the date they were created and how powerful they were. The TEAMS that worked on each console over the years. The GAMES that they released with the consoles that got the people to buy them. The SOUND DESIGNERS that Nintendo has worked with because each system had its own capabilities with the sounds it could produce. CONTROLLER each console had a very unique controller and when compared to other controllers at the time were very innovative. GAME STORAGE since 1985 the way that a game was swapped on a console has changed drastically. ACCLAIM over the years these consoles have received a lot of praise and awards.

The relationships each CONSOLE has one to many CONTROLLERS that can be used with it, each CONSOLE has one to many GAMES that can be played on it each GAME has one to many CONSOLE that it can be played on. Each ACCLAIM is to one CONSOLE each console has one to many ways of GAME STORAGE. Each GAME has one to many SOUND DESIGNERs each console has one to many TEAMS that worked on it and each TEAM has one to many CONSOLEs that they worked on.