# Application Description

This application manages a game database, where each game can have multiple versions, publishers, and genres. The focus is to achieve version tracking and data consistency through a normalized structure.

Key Features:

1. Normalized Design: Tables like **PUBLISHER**, **GENRE**, and **VERSION** allow shared metadata across multiple games.
2. Historical Tracking: Version changes for each game are recorded in the GAME\_VERSION table, including:

- **START\_DATE** and **END\_DATE** timestamps

- Notes about each version change

1. Auto-handling via Triggers and Package:

- A centralized package **game\_pkg** ensures clean insertion and updates.

- Triggers on **VIEW\_GAME** handle insert/update/delete logic using the package, keeping the database consistent and secure.

Purpose:

- Track historical version changes  
- Prevent duplicate game/version entries  
- Simplify data input using triggers and views

Design Benefits:

- Accurate historical records  
- Consistent backend logic  
- Easy Access front-end usage