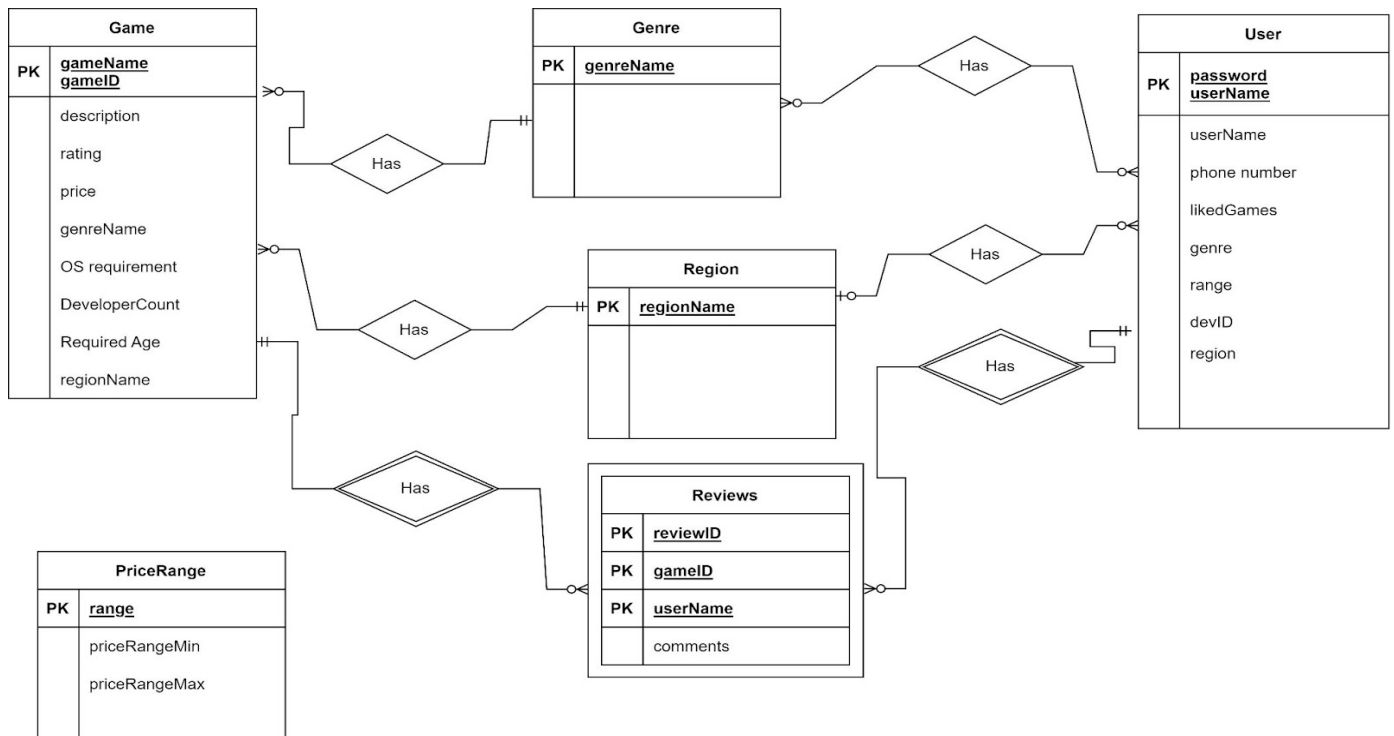


## ER Diagram



## Entity and Relation Descriptions

### Entities:

1. **Game**: Represents a single game, with a description, user rating, price, a genre, many reviews, OS requirements, DeveloperCount, RequiredAge, RegionName.
2. **Genre**
3. **PriceRange**
4. **Region**
5. **Reviews**
  - a. Weak entity and the supporting entities are Game and User, meaning that if a User or a Game is deleted, any reviews referencing to that deleted entry will also be deleted
6. **User**
  - a. represents the user's profile, including the username and login information which are primary keys and required to make an account

## Relations:

1. Game has 1 Genre, 1 Region, and many reviews
2. Genre has many games, and many users
3. User can have many genres, a region, and write many reviews
4. Region can have many genres and many games
5. Reviews can only belong to one game, and must have one user
6. PriceRange has no relations

## Relational Schema

Game(gameName [PK], gameId [PK], description, rating, price, genreName [FK to Genre.genreName], reviews, OSrequirements, developerCount, requiredAge, regionName [FK to Region.regionName])

Genre(genreName [PK])

User(password [PK], userName [PK], name, phoneNumber, likedGames, genreName [FK to Genre.genreName], range [FK to PriceRange.Range] , devID, regionName [FK to Region.regionName])

Region(regionName [PK])

Reviews(reviewID [PK], gameId [FK to Game.gameID], userName [FK to User.userName], comments)

PriceRange(range [PK] ,priceRangeMin, priceRangeMax)