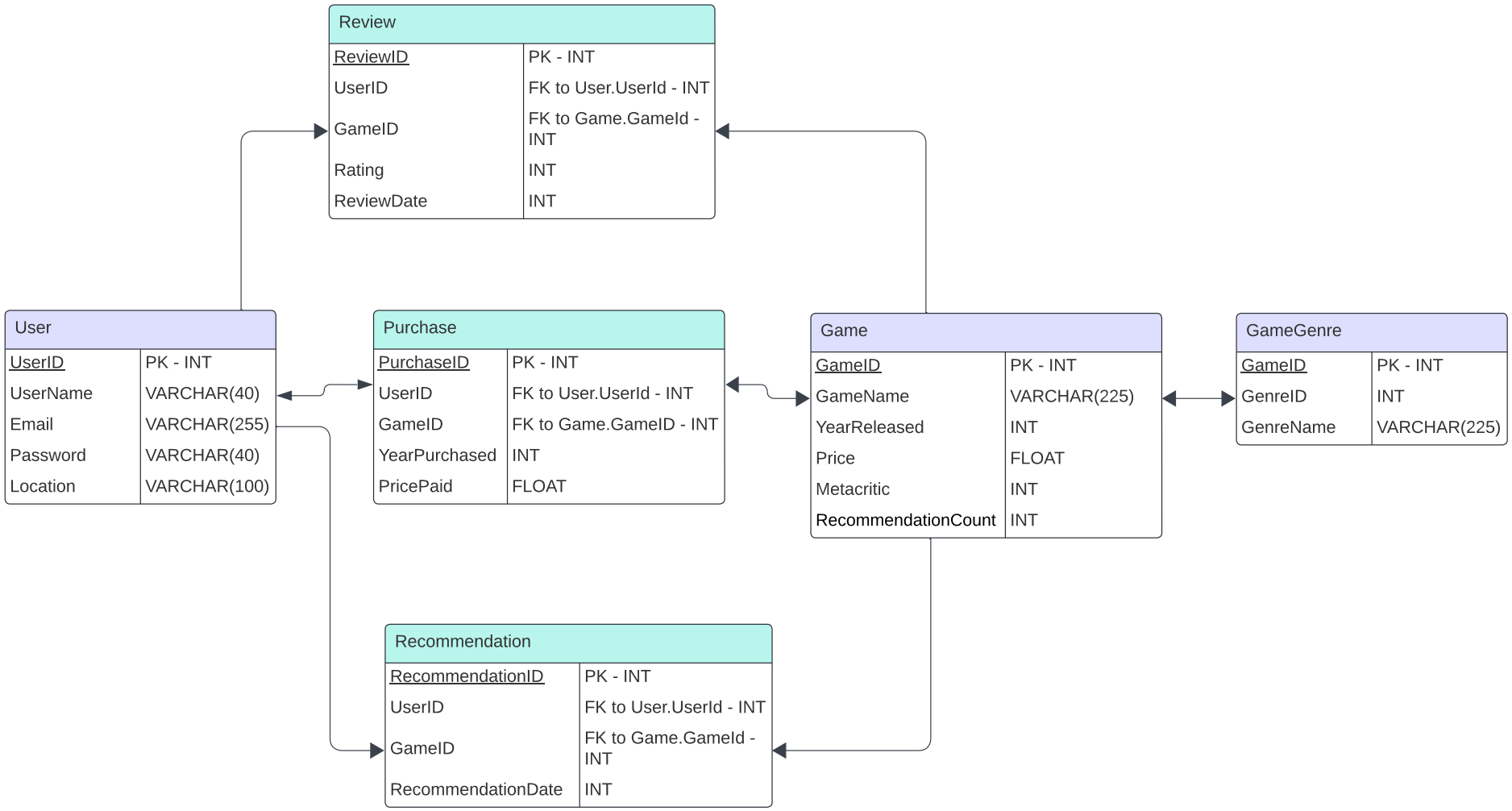

Relational Schema:

User(UserID:Int [PK], Username:VARCHAR(40), Email:VARCHAR(255), Password:VARCHAR(40), Location:VARCHAR(100))

Game(GameID:INT [PK], GameName:VARCHAR(225), YearReleased:INT, Price:FLOAT, Metacritic:INT)

Review(ReviewID:INT [PK], UserID:INT [FK to User.UserID], GameID:INT [FK to Game.GameID], Rating:INT, ReviewDate:INT)

Purchase(PurchaseID:INT [PK], UserID:INT [FK to User.UserID], GameID:INT [FK to Game.GameID], YearPurchased:INT, PricePaid:FLOAT)

Recommendation(RecommendationID:INT [PK], UserID:INT [FK to User.UserId], GameID:INT [FK to Game.GameID], RecommendationDate:INT)

GameGenre(GameID:INT [PK], GenreID:INT, GenreName:VARCHAR(225))

Assumptions

1. User: This represents a person using the application. Each user has unique info and preferences.

2. Game: This represents a game available in the application. Each game has unique details and pricing information.

3. Recommendation: This represents a recommendation made to a user based on their preferences and past interactions.

4. Purchase: This represents a game purchase made by a user.

5. GameGenre: This represents the genre of a game, which helps in categorizing games and making recommendations.

6. Review: Represents user reviews for games, contributing to recommendations based on user ratings.

--Explanations--

User and Game as separate entities: These represent fundamental entities with their own distinct attributes and relationships, which justify modeling them separately.
Purchase: Modeled as a separate entity to capture the relationship between users and games with additional attributes such as purchase date and price paid.
Recommendation: Separate entity to track game recommendations to users, allowing for detailed tracking and timestamping.
Genre and GameGenre: Since one game can have multiple genres, it is useful to have GameGenre as a separate entity. This is a many-to-many relationship.
Review: Separate entity to capture user reviews for games, including the review text, rating, and date.

Relationships

User-Game (Many-to-Many through Purchase)
- A user can purchase multiple games, and a game can be purchased by multiple users.

User-Game (Many-to-Many through Recommendation)
- A user can receive multiple game recommendations, and a game can be recommended to multiple users.

Game-Genre (Many-to-Many through GameGenre)
- A game can belong to multiple genres, and a genre can include multiple games.

User-Game (Many-to-Many through Review)
- A user can review multiple games, and a game can be reviewed by multiple users.

User-Review (One-to-Many through UserID)
- One user can have many reviews, but one particular review only has one user.

User-Recommendation (One-to-Many through UserID)
- One user can have many recommendations, but one particular recommendation only has one user.