Video Game Store Management

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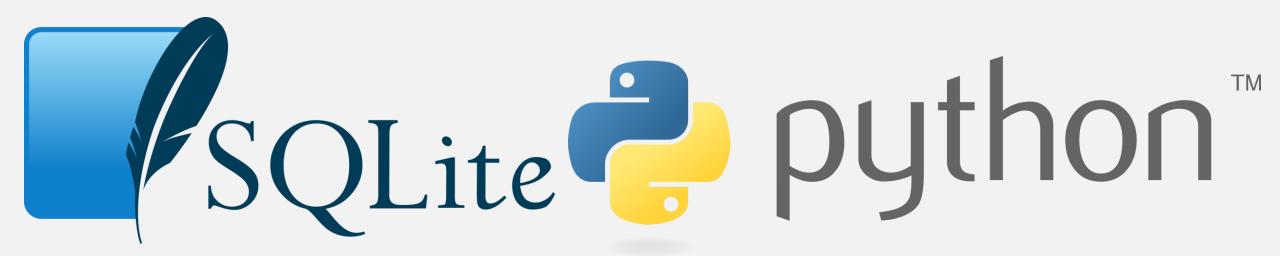


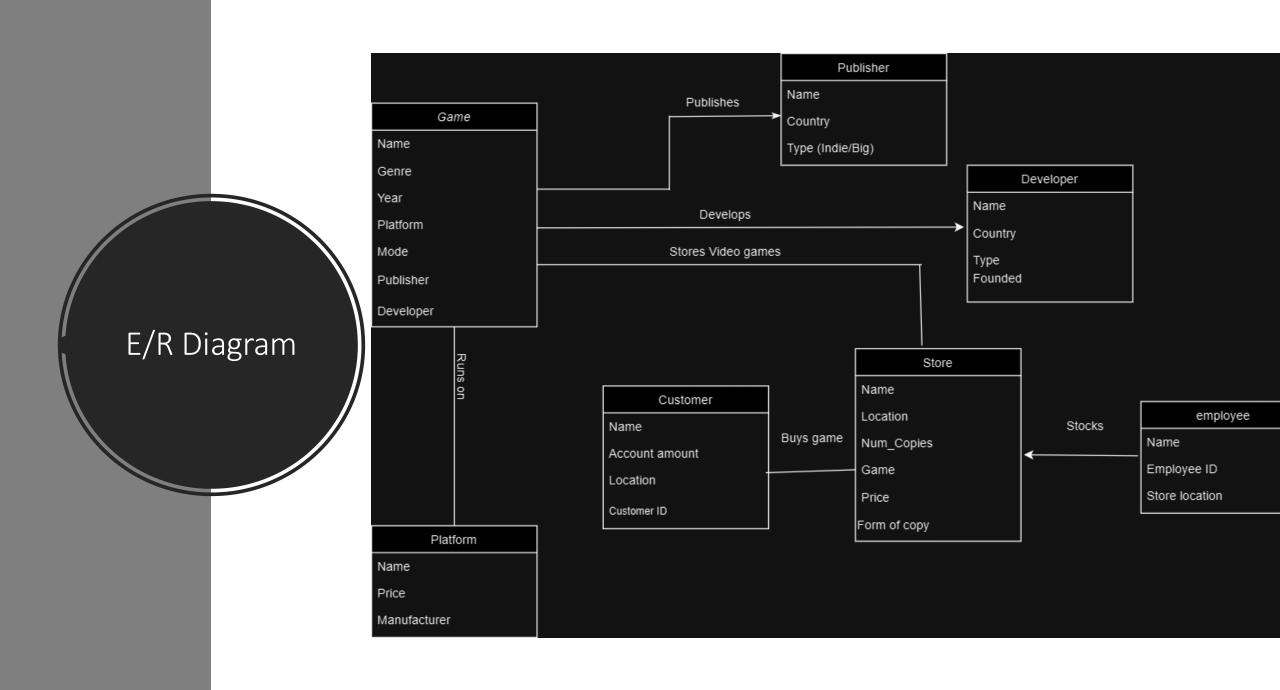
System Description

- Made a Simple Video Game Store Mangement system
- Customers are able buy Video games from a Video Game Store Stock
 - The Customer is only able to take from the database
 - Customer can add funds to their account
- Employes can restock the Video Game Store Stock with more games
 - The employe is only able add to the database
- Both the Employe and Customer have access to know about the game characteristics like its genre, year, developer, publisher, and platform

Implementation Details

- Database
 - SQLite3
 - Side note We do not have a user interface, everything is displayed on the terminal
- Database
 - Python
 - A reliable and effective language to run SQLite





Type Name Relational Schema Publisher Country developer platform publishs Country mode Name genre Developer develops Game Founded year Type stores name runs on store location Store_Location publisher platform employe Store Employee_ID Name Price Num_Copies name Location Name Price Manufacturer heck if in stock Form_of_Copy Customer Game location name Cust_ID account

