Video Game Store Management

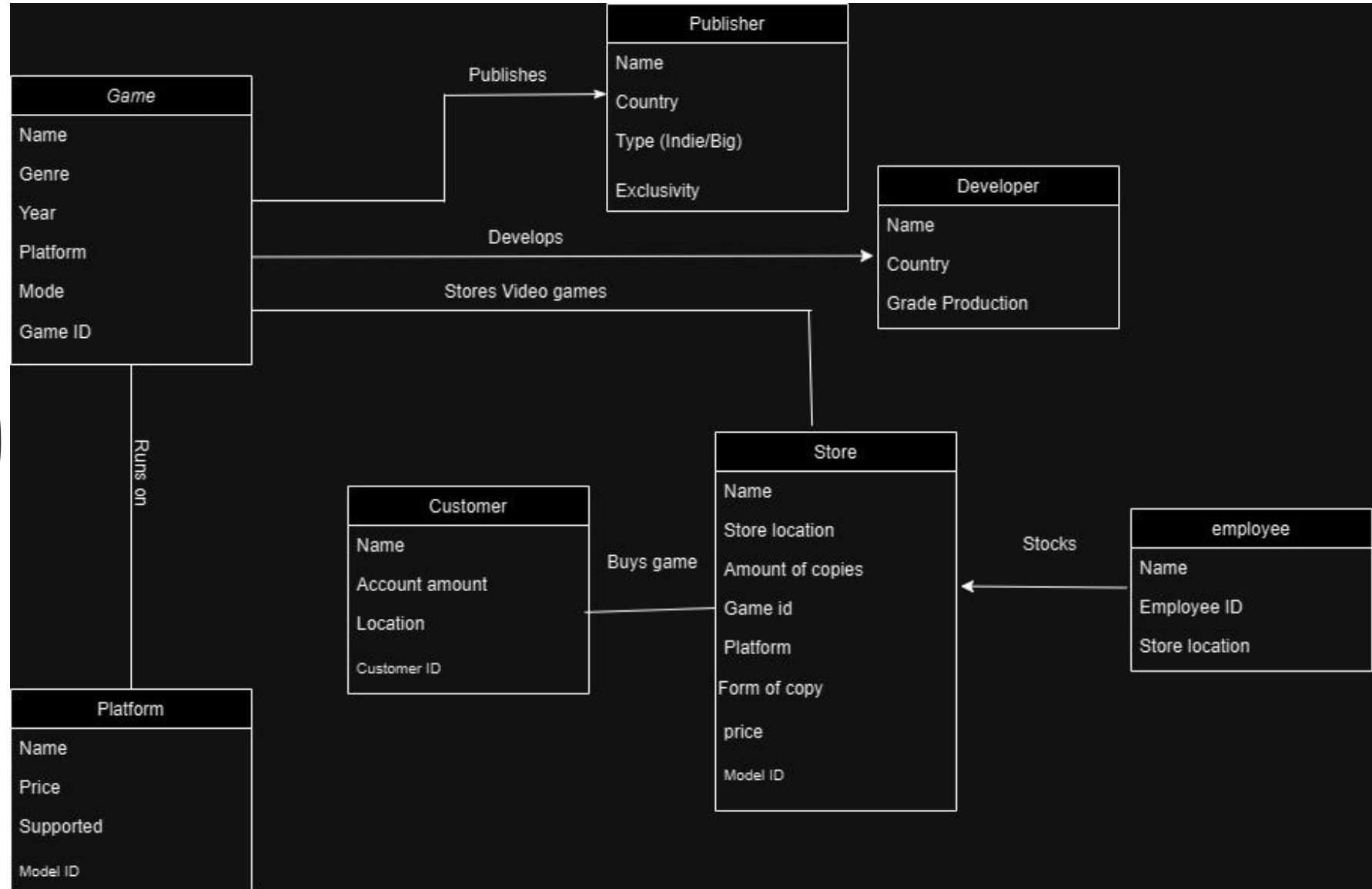By: Manuel Macias and Donte' Williams

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
- 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 has access to know about the game characteristics like its genre, year, developer, publisher, and platform

Implementation Details

- Website
  - Hosted Using GitHub Hosting

- Database
  - SQLite3

- Language
  - PHP which connects to the MySQL
  - Jekyll to make the website
  - Html to display information
  - CSS to construct the website

E/R Diagram

User Case Diagram

Videogame Store Management

Customer

Search for a game and their specifications/characteristics

Supply Games

Developer

Buy a game

Check inventory

Sell games

Store