Database Overview:

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Notes:

1. Column Names and Descriptions are based on initial analysis & assumptions of underlying dataset.
2. Relationships and Constraints examined in the dataset are based on individual observations.

Database: fun

Tables:

a)card_rank:	Card Rank and Value (Ace/Two-Ten)
b)card_suit:	Card Cat (Club/Spade) and Colour (Red/Black)
c)games:	Game Type and Rules (Min Age/Max Players)
d)inventory:	Shops with Game Stock/Inventory

Table: card_rank

Columns (2)

	Name	Type	Comment
1	rank	string	Playing-Card Suite
2	value	tinyint	Accepts NULL Value

Sample

	rank	value
1	Ace	NULL
2	2	2
3	3	3

Table: card_suit

Columns (2)

	Name	Type	Comment
1	suit	string	Playing-Card Category
2	color	string	Playing-Card Colour

Sample

	suit	color
1	Clubs	Black
2	Diamonds	Red
3	Hearts	Red

Table: games

Columns (8)

	Name	Type	Comment
1	id	int	Primary-Key (PK)
2	name	string	Game Name
3	inventor	string	Inventor Name
4	year	string	Year Played
5	min_age	tinyint	Min Age to Play Game
6	min_players	tinyint	Min Players Req Game
7	max_players	tinyint	Max Players Req Game
8	list_price	decimal(5,2)	Game Price ($)

Sample

id	name.	inventor	year	min_age	min_players	max_players	list_price
1	Monopoly	Elizabeth Magie	1903	8	2	6	19.99
2	Scrabble	Alfred Mosher	1938	8	2	4	17.99
3	Clue	Anthony E. Pratt	1944	8	2	6	9.99

Table: inventory

Columns (5)

	Name	Type	Comment
1	shop	string	Shop Name
2	game	string	Game Name (FK)
3	qty	int	Game Quantity
4	aisle	tinyint	Accepts NULL Value
5	price	decimal(5,2)	Game Price Overall ($)

Sample

	shop	game	qty	aisle	price
1	Dicey	Monopoly	7	3	17.99
2	Dicey	Clue	3	NULL	9.99
3	Board 'Em	Monopoly	11	2	25.00