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**Project Title:** GeraGame Store

**Project Description**

Gera is a game storewhichprovides a wide variety of video games, game accessorries, game consoles, figurines and gift cards to customers. The **GameStore** has a unique ID, location, name, store hours and days. Each **Customer** with Name having firstname, Lastname and MiddleInitial, address, email and a unique ID, attends the game store to make purchases and will be able to purchase game cards through payment. The store has different types of Productswhich includes games, console, accessories, Figurines and giftcards. **Games** will have unique ID, name, developer who produced the game, publisher who publish the game, releaseDate and price. **Game accessorries** will have the name, price, a unique type which has the controllers, headphones, cables and chargers., **Figurines** have a unique name of the character and brand. **Game\_console** will have a unique name which includes xbox, ps4 or switch, developers include microsoft, sony or nintendo, price. gift cards. **Payment** made by customers will have unique payment ID, name, date and payment\_type (credit card or debit card). The game will have an **onlineStore** where customers can make purchases online . OnlineStore will have a unique onlineStoreID, onlineStoreFlag (1 meaning the purchase was made online or 0 meaning the opposite). The online store will have shipping where products purchased online will be shipped to locations where orders were placed. **Shipping** has a unique shippingID, shippingDate, location, email. There will be a **wishList** where customers can save products to be purchased later. **WishList** has wishID, customerID, productName, date. There is also an I**nventory** which accounts for products which are in stock. This comprises of inventoryID, quantity. The game store has a **Invoice** which has a unique ID, TotalAmountDue, name of game prchased and OrderQuantity. The game store provides **membership** in three tiers which are Bronze members, Silver members and Gold members. Bronze members pays full price for all products and has no benefits, Silver memebers pays $4.99 a month and gets a 10% discount on all proucts while Gold members pays $9.99 monthly subscription and gets 15% discount and get early access to all new releases. Membership will have membershipID, Type (Bronze, Silver or Gold). The store comes with **Subscription** and this is how the customers pays for membership. The subscription has a unique ID, subscriptionType, dueDate which is when membership monthly payments are due. The store has **Order** which shows how many orders customers place. Order has unique ID, Quantity, shippingDate if purchases were made online through the onlineStore. **Employees** with unique ID, Names having firstname, lname and middleinitial, address and email. Employees manages customers purchase and membership.

**Rationale**

This application offers a selection of products that may be purchased by customers either in-store or online. The products available have a limited stock available and may only be purchased if there is inventory of the item, or else a message will be displayed saying it could not be bought “item out of stock”. The inventory is then updated showing the new quantity of the particular item. Employees handle the in-store purchases while customers can order themselves through the online store website. Customers have the ability to upgrade to become a member for a monthly subscription service where they can become a silver or gold member to receive discounts and early access to new products being released. After a purchase is made, the customer recieves an invoice and shipping details if they chose to have the order delivered to their home address.

**Entities**

* **Customer**
* **Employee**
* **Game**
* **Game\_Accessorries**
* **Figurines**
* **Game\_console**
* **Payment**
* **onlineStore**
* **WishList**
* **Inventory**
* **Invoice**
* **Payment**
* **Membership**
* **Subscription**
* **Shipping**
* **Order**

**Weak Entities**

* Subscription

**Derived Entities**

* **WishList**
* **Shipping**

**Attributes**

**CUSTOMERS: CustomerID, fname, lname, minit, email, address.**

**EMPLOYEES: EmployeeID, fname, lname, minit, address, email**

**GAME: GameID, Name, developer, publisher, releaseDate, price.**

**GAME\_ACCESSORY: type, name, price.**

**Figurines: name, brand**

**Game\_console: name, developers, price, gift cards**

**onlineStore: onlineStoreID, onlineStoreFlag**

**Shipping: shippingID, shippingDate, location, email**

**GameStore: StoreID, location, hours, days, name.**

**wishList: wishID, customerID, productName, date**

**Payment: PaymentID, Amount, paymentDate, PaymentName, PaymentType**

**Inventory: inventoryID, quantity**

**Invoice: invoiceID, TotalAmountDue, name, OrderQuantity.**

**Subscription: subscriptionID, subscriptionType, dueDate**

**Order: OrderID, Quantity, shippingDate**

**Membership: membershipID**, membershipStartDate, membershipExpirationDATE.

**Assumptions:**

* Store days will only be open from Monday to Friday.
* Store hours of operation will be from 9am to 6pm in military format (09:00-18:00)
* Bronze members pay full price for all products and have no benefits. Silver members pay $4.99 a month and get a 10% discount on all proucts, while Gold members pay $9.99 a month subscription and get a 15% discount along with early access to all new releases.