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Games Library Project

Description

This project is motivated by the needs of people all around the world who play games. Many games can be bought online on different stores but keeping track of which games you have bought and from which store may become a bit confusing and cumbersome. While majority of PC games is available on the Steam Store, there are some games which are exclusive to different stores.

The aim of this project is to allow users to browse through all the different games in one location and to keep track of which games are available on which stores.

Application Requirements

1. Provide an indexing database that catalogs the games that appear in different stores
2. The database contains details about each game, including the name, developers, publishers, genres, price, description and where it is available
3. Users will be able to create or log in to their account, the database also stores information about the account details, such as, username, email, and password
4. Users can add games into their library and later query the games that are in their library
5. The application can also query the database under different conditions, that is, the user will be able to search for a game by its name, genre, or store
6. The database stores information about the different genres and which game contains which genre
7. The store information, such as the name and developer/owner are also stored in the database
8. The application that communicates with the database is a Node.js web server, and the interface to query the games is a webpage

ER Diagram

