Course Title:	Fundamental of Data Engineering
Course Number:	COE848
Semester/Year (e.g.F2016)	W2022

Instructor:	Faezeh Ensan

Assignment/Lab Number:	6
Assignment/Lab Title:	Semi-structured data

Submission Date :	April. 11. 2022
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The figures below are the designs I have since early development and the final design. The changes I made during the development are such as deleting unnecessary relationships and attributes and creating a new entity. For example: I deleted the attribute revenue, because most of the companies did not publicize the information about the revenue they gain from distributing a video game. I also deleted the attributes like website and mode because some video games actually don't have a website and the mode is exactly the same as type. The new entity I created after the original design is genre, this entity is for storing the type value of the video game. The relationship I deleted this 'create' between developer and character.
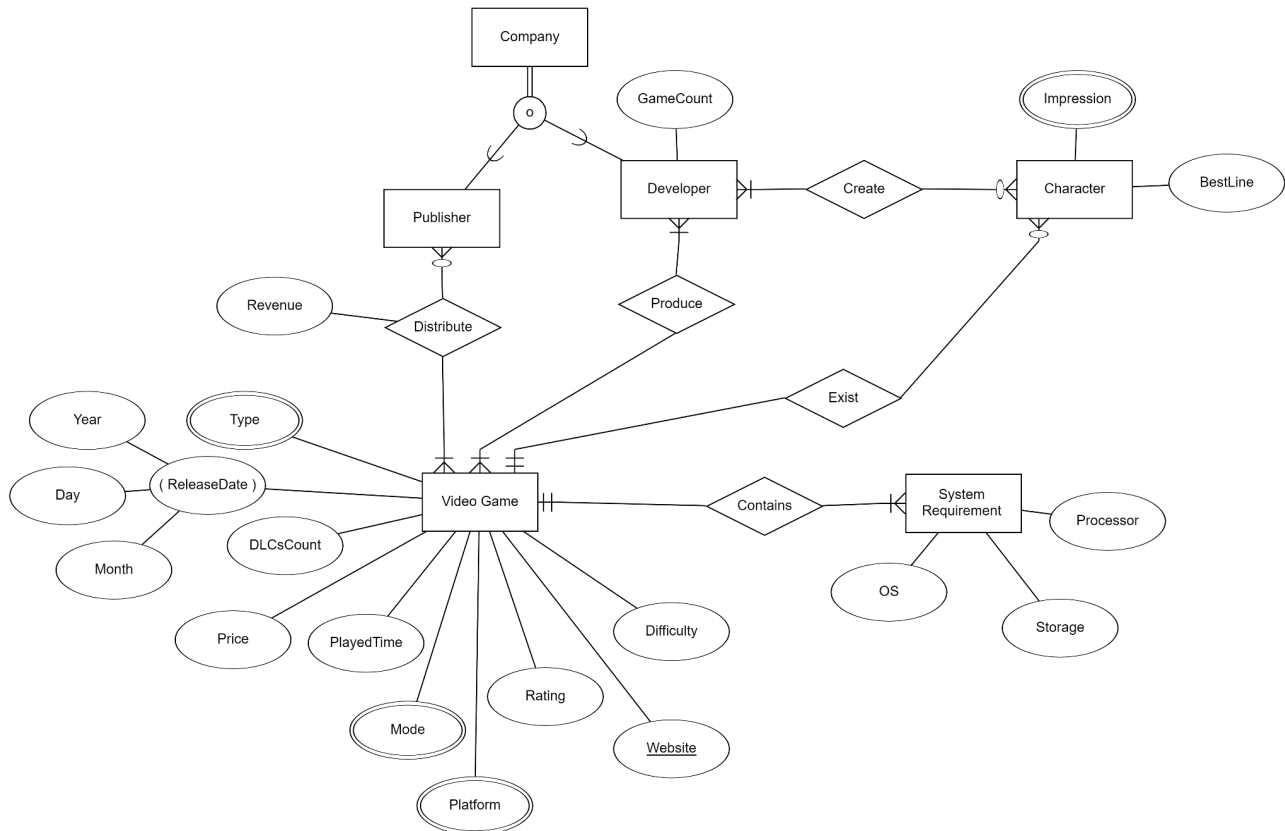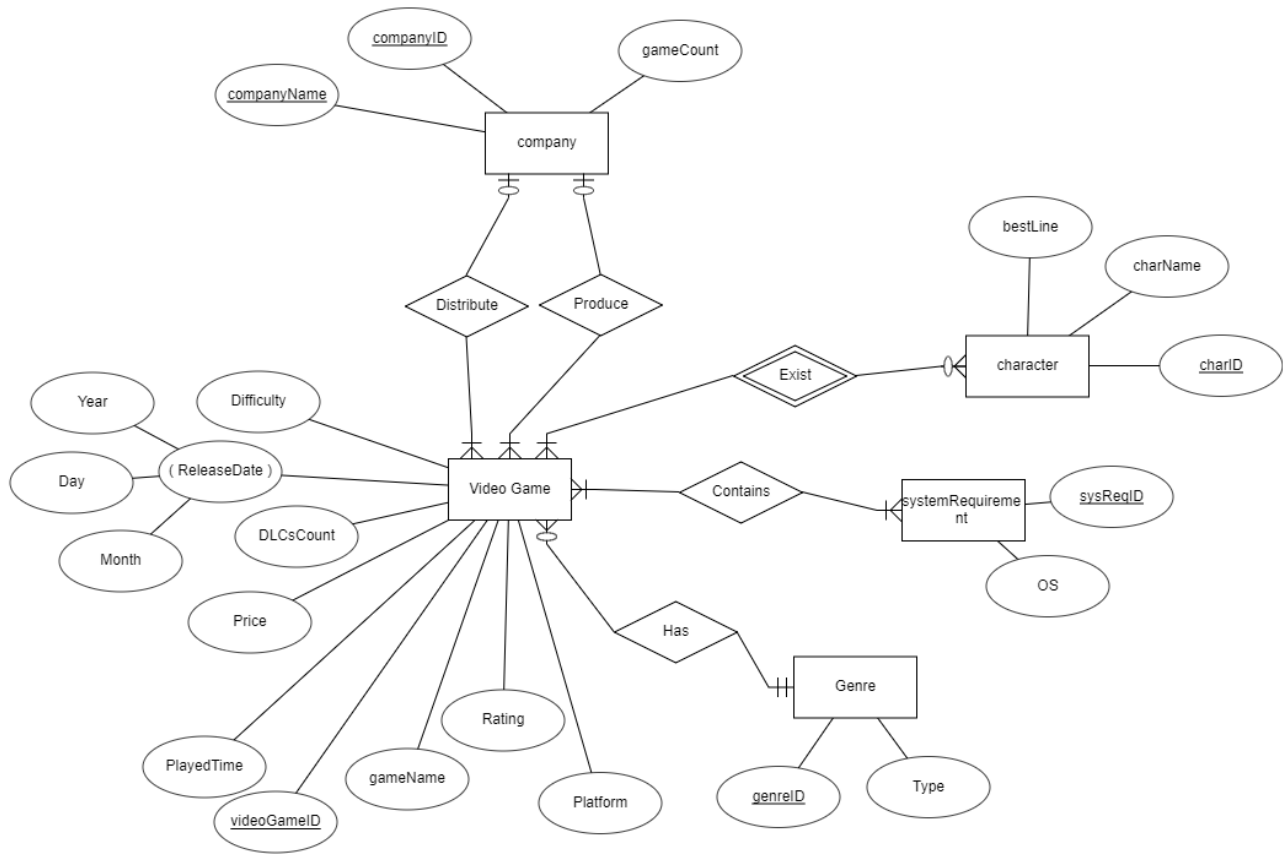

Figure 1. Original design

Figure 2. Final design