

COMS20700 Databases: Coursework #3

Report

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Abstract

This report represents an outline of the Databases third coursework. The aim of this coursework is to design and implement, in a group of four, a database for an online multiplayer social gaming network similar to the Game Centre on iOS. **Section 1** includes a brief summary of our approach. In **Section 2** we mention what decisions and assumptions regarding the specification we have made. We then continue with detailing what the system we implemented can do (in **Section 3**), by going through the SQL statements requested by the client. **Section 4** discusses conclusions as well as future improvements, while **Sections 5 and 6** include References and Appendices.

1 Introduction

2 Design and Implementation

Schema

Database dump

3 Results and Evaluation

Question 1

Question 2

Question 3

Question 4

Question 5

Question 6

Question 7

Question 8

Question 9

Question 10

4 Conclusions

5 References

In addition to the lecture slides, we have used the following resources in order to fully understand the concepts used in this assignment and to be able to easily work with PostgreSQL:

1. http://en.wikipedia.org/wiki/Game_Center
2. <http://www.postgresql.org/docs>
3. <http://www.tutorialspoint.com/postgresql>
4. Database Systems: A Practical Approach to Design, Implementation and Management
by T. Connolly & C. Begg

Appendix C: Mark Allocation

Name	Allocated Mark	Signature
Liban Abdulkadir	0.25	L.A
Ana Dumitraş	0.25	A.D
Andra Irimia	0.25	A.I
Ioan Troană	0.25	I.T