Project Phase 3 - Relational Model

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ER Diagram to Relational Model -

- We removed the derived attributes from the table as they shouldn't be stored but rather calculated by querying the DB.
- We converted composite attributes to simple columns in the table rather than nesting them.
- We stored 1:1 and 1:N binary relations as foreign keys in the table except for one relationship.
- The binary relationship **Owns** (1:N) was stored as a seperate table rather than as foreign keys. We came to this decision because both sides of the relationship had optional participation and the Foreign Key column would just have been `NULL` for most of the organistations.
- We converted M:N and N-ary relations to different tables in the relational model.

Relational Model to 1st Normal Form -

- We had one multivalued attribute (**Platform**) which shouldn't be present in the 1st normal form. So we created a seperate table linking the **Video Game ID** to the **Platform**.

Note

There are no changes in the 2nd Normal Form and the 3rd Normal Form.