

MS2:

2. Our project idea is a gaming community database that stores information about different video games and things related to their respective communities. The application will allow individuals to make queries on information for specific games or filter/discover games with similarities (genre, developer, platform, etc).

3. Changes to our ER: see last page of document

- Changed various attribute names for consistency when completing various deliverables for MS2
- Change Hosted to Organize to distinguish from another relationship called Hosts.
- Change type attribute in Rating to ratingCategory.
 - Each game has different overall categorical ratings (visuals, cost/value, replayability, enjoyability, etc.)
- Add partial and disjoint constraints to ISA relationship **(suggested by TA)**
- Removed ID as the primary key for Organizer, Award, Platform, and Events
 - Changed the primary keys appropriately to account for uniqueness. Did not remove ID as primary key for SystemRequirements as the entity cannot be uniquely identified unless there is an ID. Additionally, for RelatedSites, and Studio there is a small chance that the url/studio name changes and thus we want to keep ID.
- Change binary to aggregation between game, platform and system requirements **(suggested by TA)**
- Change Rating to AvgRating, and type to ratingCategory for better clarity **(suggested by TA)**
- Removed genreType from Genre
 - Our only attribute on Genre is now the primary key (name) but our database requires genre to be its own entity (and not an attribute for game) as each game will have many genres describing it.
- Add a description attribute to Award entity
- Removed the price and releaseDate attribute from the game entity, because they depend on a specific platform. Instead, we added descriptive attributes priceCAD and releaseDate for On relationship between Game and Platform.

4. Relation Schema:

FK are bold, PK are underlined.

Studio(studioID: int, country: varchar, studioType: varchar, studioName: varchar unique not null(ck), yearFound: int)

Game(gameID: int, gameTitle: varchar unique not null (ck), crossplay:char[1] not null)

Creates(**gameID**: int, **studioID**: int)

Genre(genreName: varchar)

TaggedWith(**gameID**: int, **genreName**: varchar)

AwardReceived(awdTitle: varchar, awdYear: int, awdDescription: varchar, **gameID**: int)

Event(eventLocation: varchar, eventDate: date, eventName: varchar, eventDescription: varchar)

Organizer(orgEmail: varchar, orgName: varchar not null, eventsHosted: int)

Organize(**orgEmail**: varchar, **eventLocation**: varchar, **eventDate**: date, **eventName**: varchar)

Hosts(**gameID**: int, **eventLocation**: varchar, **eventDate**: date, **eventName**: varchar)

RelatedSites(siteID: int, siteName: varchar not null, url: varchar unique not null (ck), siteDescription: varchar, siteType: varchar)

ConnectedTo(**gameID**: int, **siteID**: int)

AvgRating(**gameID**: int, ratingScore: int, ratingCategory: varchar)

Platform(platformName: varchar, platformType: varchar not null, manufacturer: varchar)

SystemRequirements(sysReqID: int, graphics: varchar not null, storage: varchar, memory: varchar, OS: varchar not null, processor: varchar)

On(**gameID**: int, **platformName**: varchar, priceCAD: number not null, releaseDate: date not null)

GamePlatformRequires(**gameID**: int, **platformName**: varchar, **sysReqID**: int)

SeriesGame(**gameID**: int, seriesName: varchar not null, seriesPos: int)

Prequel(**preGameID**: int, **seGameID**: int)

5. Functional Dependencies

Studio(studioID, country, studioType, studioName, yearFound):

studioID \rightarrow country, studioType, studioName, yearFound

studioName \rightarrow country, studioType, studioID, yearFound

Game(gameID, gameTitle, crossplay):

gameID \rightarrow gameTitle, crossplay

gameTitle \rightarrow gameID, crossplay

Creates(gameID, studioID)

Trivial

Genre(genreName)

Trivial

TaggedWith(gameID, genreName)

Trivial

AwardReceived(awdTitle, awdYear, awdDescription, gameId)

awdTitle, awdYear \rightarrow awdDescription, gameId

awdTitle \rightarrow awdDescription

Event(eventLocation, eventDate, eventName, eventDescription)

eventName, eventLocation, eventDate \rightarrow eventDescription

eventDescription \rightarrow eventName

Organizer(orgEmail, orgName, eventsHosted)

orgEmail \rightarrow orgName, eventsHosted

Organize(orgEmail, eventLocation, eventDate, eventName)

eventLocation, eventDate, eventName \rightarrow orgEmail

Hosts(gameID, eventLocation, eventDate, eventName)

eventLocation, eventDate, eventName \rightarrow gameId

RelatedSites(siteID, siteName, url, siteDescription, siteType)

siteID \rightarrow siteName, url, siteDescription, siteType

url \rightarrow siteName, siteID, siteDescription, siteType

siteDescription \rightarrow siteType

ConnectedTo(gameID, siteID)

Trivial

AvgRating(gameID, ratingScore, ratingCategory)

gameID \rightarrow ratingScore, ratingCategory

Platform(platformName, platformType, manufacturer)

platformName \rightarrow manufacturer, platformType

SystemRequirements(sysReqID, graphics, storage, memory, OS, processor)

sysReqID \rightarrow graphics, storage, memory, OS, processor

On(gameID, platformName, priceCAD, releaseDate)

gameID, platformName \rightarrow priceCAD, releaseDate

GamePlatformRequires(gameID, platformName, sysReqID)

gameID, platformName \rightarrow sysReqID

SeriesGame(gameID, seriesName, seriesPos)

gameID \rightarrow seriesName, seriesPos

Prequel(preGameID, seGameID)

Trivial

6. Normalization

Studio(studioID: int, country: varchar, studioType: varchar, studioName: varchar unique not null(ck), yearFound: int)

$\text{studioID} \rightarrow \text{country}, \text{studioType}, \text{studioName}, \text{yearFound}$

$\text{studioName} \rightarrow \text{country}, \text{studioType}, \text{studioID}, \text{yearFound}$

$\text{studioID}^+ = \{\text{studioID}, \text{country}, \text{studioType}, \text{studioName}, \text{yearFound}\}$

$\text{studioName}^+ = \{\text{studioName}, \text{studioID}, \text{country}, \text{studioType}, \text{studioName}, \text{yearFound}\}$

All functional dependencies satisfy the conditions of BCNF.

Game(gameID: int, gameTitle: varchar unique not null (ck), crossplay:char[1] not null)

$\text{gameID} \rightarrow \text{gameTitle}, \text{crossplay}$

$\text{gameTitle} \rightarrow \text{gameID}, \text{crossplay}$

$\text{gameID}^+ = \{\text{gameID}, \text{gameTitle}, \text{crossplay}\}$

$\text{gameTitle}^+ = \{\text{gameTitle}, \text{gameID}, \text{crossplay}\}$

All functional dependencies satisfy the conditions of BCNF.

Creates(gameID: int, studioID: int)

Only 2 attributes, already in BCNF.

Genre(genreName: varchar)

Only 1 attribute, already in BCNF.

TaggedWith(**gameID**: int, **genreName**: varchar)

Only 2 attributes, already in BCNF.

AwardReceived(**awdTitle**: varchar, **awdYear**: int, awdDescription: varchar, **gameID**: int)

awdTitle, awdYear \rightarrow awdDescription, gameID

awdTitle \rightarrow awdDescription

awdTitle, awdYear⁺ = {awdTitle, awdYear, awdDescription, gameID}

awdTitle⁺ = {awdTitle, awdDescription}

awdTitle is not a superkey so the relation violates BCNF.

Decompose on awdTitle \rightarrow awdDescription:

AwardInfo(**awdTitle**, awdDescription), AwardEvent(**awdTitle**, **awdYear**, **gameID**)

Both relations are in BCNF now.

Event(**eventLocation**: varchar, **eventDate**: date, eventDescription: varchar, **eventName**: varchar)

eventName, eventLocation, eventDate \rightarrow eventDescription

eventDescription \rightarrow eventName

eventName, eventLocation, eventDate⁺ = {eventName, eventLocation, eventDate, eventDescription}

eventDescription⁺ = {eventDescription, eventName}

eventDescription is not a super key, thus violates BCNF.

Decompose on $\text{eventDescription} \rightarrow \text{eventName}$:

EventDetails(eventDescription, eventName),

EventInfo(eventLocation, eventDate, **eventDescription**)

Both relations are now in BCNF.

Organizer(orgEmail: varchar, orgName: varchar not null, eventsHosted: int)

$\text{orgEmail} \rightarrow \text{orgName}, \text{eventsHosted}$

$\text{orgEmail}^+ = \{\text{orgEmail}, \text{orgName}, \text{eventsHosted}\}$

The functional dependency satisfies the conditions of BCNF.

Organize(**orgEmail**: varchar, **eventLocation**: varchar, **eventDate**: date, **eventName**: varchar)

Only trivial

Hosts(**gameID**: int, **eventLocation**: varchar, **eventDate**: date, **eventName**: varchar)

Only trivial

RelatedSites(siteID: int, siteName: varchar not null, url: varchar unique not null (ck), siteDescription: varchar, siteType: varchar)

$\text{siteID} \rightarrow \text{siteName}, \text{url}, \text{siteDescription}, \text{siteType}$

$\text{url} \rightarrow \text{siteName}, \text{siteID}, \text{siteDescription}, \text{siteType}$

$\text{siteDescription} \rightarrow \text{siteType}$

$\text{siteID}^+ = \{\text{siteID}, \text{siteName}, \text{url}, \text{siteDescription}, \text{siteType}\}$

$url^+ = \{url, siteName, siteID, siteDescription, siteType\}$

$siteDescription^+ = \{siteDescription, siteType\}$

siteDescription is not a superkey thus violates BCNF.

Decompose on $siteDescription \rightarrow siteType$:

SiteDetails(siteDescription, siteType),

SiteInfo(siteID, siteName, **siteDescription**, url)

Both relations are now in BCNF.

ConnectedTo(**gameID**: int, **siteID**: int)

Only 2 attributes, already in BCNF

AvgRating(**gameID**: int, ratingScore: int, ratingCategory: varchar)

Only trivial

Platform(platformName: varchar, platformType: varchar, manufacturer: varchar)

$platformName, platformType \rightarrow manufacturer$

$platformName, platformType^+ = \{platformName, platformType, manufacturer\}$

The functional dependency satisfies the conditions of BCNF.

SystemRequirements(sysReqID: int, graphics: varchar not null, storage: varchar, memory: varchar, OS: varchar not null, processor: varchar)

$SysReqID \rightarrow graphics, storage, memory, OS, processor$

$SysReqID^+ = \{graphics, storage, memory, OS, processor\}$

The functional dependency satisfies the conditions of BCNF.

On(**gameID**: int, **platformName**: varchar, priceCAD: number not null, releaseDate: date not null)

$\text{gameID, platformName} \rightarrow \text{priceCAD, releaseDate}$

$\text{gameID, platformName}^+ = \{\text{gameID, platformName, priceCAD, releaseDate}\}$

All functional dependencies satisfy the conditions of BCNF.

GamePlatformRequires(**GameID**: int, **platformName**: varchar, **sysReqID**: int)

$\text{gameID, platformName} \rightarrow \text{sysReqID}$

$\text{gameID, platformName}^+ = \{\text{gameID, platformName, sysReqID}\}$

The functional dependency satisfies the conditions of BCNF.

SeriesGame(**gameID**: int, seriesName: varchar, seriesPos: int)

$\text{gameID} \rightarrow \text{seriesName, seriesPos}$

$\text{gameID}^+ = \{\text{seriesName, seriesPos}\}$

All functional dependencies satisfy the conditions of BCNF.

Prequel(**preGameID**: int, **seGameID**: int)

Only 2 attributes, already in BCNF.

Finalized tables after normalization:

Studio(**studioID**: int, country: varchar, studioType: varchar, studioName: varchar unique not null(ck), yearFound: int)

Game(gameID: int, gameTitle: varchar unique not null (ck), crossplay:char[1] not null)

Creates(gameID: int, studioID: int)

Genre(genreName: varchar)

TaggedWith(gameID: int, genreName: varchar)

AwardInfo(awdTitle: varchar, awdDescription: varchar)

AwardEvent(awdTitle: varchar, awdYear: int, **gameID**: int)

EventDetails(eventDescription: varchar, eventName: varchar)

EventInfo(eventLocation: varchar, eventDate: date, **eventDescription**: varchar)

Organizer(orgEmail: varchar, orgName: varchar not null, eventsHosted: int)

Organize(**orgEmail**: varchar, **eventLocation**: varchar, **eventDate**: date, **eventName**:
varchar)

Hosts(**gameID**: int, **eventLocation**: varchar, **eventDate**: date, **eventName**: varchar)

SiteDetails(siteDescription: varchar, siteType: varchar not null)

SiteInfo(siteID, siteName: varchar not null, **siteDescription**: varchar, url: varchar
unique not null (ck))

ConnectedTo(**gameID**: int, siteID: int)

AvgRating(**gameID**: int, ratingScore: int, ratingCategory: varchar)

Platform(platformName: varchar, platformType: varchar not null, manufacturer: varchar)

SystemRequirements(sysReqID: int, graphics: varchar not null, storage: varchar,
memory: varchar, OS: varchar not null, processor: varchar)

On(**GameID**: int, **platformName**: varchar, priceCAD: number not null, releaseDate: date
not null)

GamePlatformRequires(**GameID**: int, **platformName**: varchar, **sysReqID**: int)

SeriesGame(gameID: int, seriesName: varchar not null, seriesPos: int)

Prequel(preGameID: int, seGameID: int)

7. SQL DDL

We know we cannot use 'ON UPDATE CASCADE' as Oracle does not support it. We will implement this functionality separately; however, we are including it in the table definitions for the purposes of this milestone.

CREATE TABLE Studio

(studioID INT PRIMARY KEY,
country VARCHAR,
studioType VARCHAR,
studioName VARCHAR UNIQUE NOT NULL,
yearFound INT);

CREATE TABLE Game

(gameID INT PRIMARY KEY,
gameTitle VARCHAR UNIQUE NOT NULL,
crossplay CHAR[1] NOT NULL);

CREATE TABLE Creates(

gameID INT,
studioID INT,
PRIMARY KEY (gameID, studioID),
FOREIGN KEY (gameID) REFERENCES Game
ON DELETE CASCADE
ON UPDATE CASCADE,
FOREIGN KEY (studioID) REFERENCES Studio
ON DELETE CASCADE
ON UPDATE CASCADE);

CREATE TABLE Genre(

genreName: VARCHAR PRIMARY KEY)

CREATE TABLE TaggedWith

(gameID INT,
genreName VARCHAR,
PRIMARY KEY (gameID, genreName),

```
FOREIGN KEY (gameID) REFERENCES Game
    ON DELETE CASCADE
    ON UPDATE CASCADE,
FOREIGN KEY (genreName) REFERENCES Genre
    ON DELETE CASCADE
    ON UPDATE CASCADE);
```

```
CREATE TABLE AwardInfo
    (awdTitle          VARCHAR PRIMARY KEY,
     awdDescription    VARCHAR);
```

```
CREATE TABLE AwardEvent
    (awdTitle    VARCHAR,
     awdYear     INT,
     gameID      INT,
     PRIMARY KEY (awdTitle, awdYear),
     FOREIGN KEY (gameID) REFERENCES Game
         ON DELETE CASCADE
         ON UPDATE CASCADE,
     FOREIGN KEY (awdTitle) REFERENCES AwardInfo
         ON DELETE CASCADE
         ON UPDATE CASCADE);
```

```
CREATE TABLE EventDetails(
    eventDescription    VARCHAR PRIMARY KEY,
    eventName          VARCHAR);
```

```
CREATE TABLE EventInfo(
    eventLocation    VARCHAR,
    eventDate        DATE,
    eventDescription  VARCHAR,
    PRIMARY KEY (eventLocation, eventDate, eventDescription),
    FOREIGN KEY (eventDescription) REFERENCES EventDetails
        ON DELETE CASCADE
        ON UPDATE CASCADE);
```

```
CREATE TABLE Organizer(
    orgEmail          VARCHAR PRIMARY KEY,
    orgName           VARCHAR NOT NULL,
```

eventsHosted: INT);

```
CREATE TABLE Organize(  
    orgEmail        VARCHAR,  
    eventLocation   VARCHAR,  
    eventDate       DATE,  
    eventName       VARCHAR,  
    PRIMARY KEY (orgEmail, eventLocation, eventDate, eventName),  
    FOREIGN KEY (orgEmail) REFERENCES Organizer  
        ON DELETE CASCADE  
        ON UPDATE CASCADE,  
    FOREIGN KEY (eventLocation, eventDate, eventName) REFERENCES Event  
        ON DELETE CASCADE  
        ON UPDATE CASCADE);
```

```
CREATE TABLE Hosts(  
    gameId          INT,  
    eventLocation   VARCHAR,  
    eventDate       DATE,  
    eventName       VARCHAR,  
    PRIMARY KEY (GameID, Location, Date, Name),  
    FOREIGN KEY (GameID) REFERENCES Game  
        ON DELETE CASCADE  
        ON UPDATE CASCADE,  
    FOREIGN KEY (eventLocation, eventDate, eventName) REFERENCES Event  
        ON DELETE CASCADE  
        ON DELETE UPDATE);
```

```
CREATE TABLE SiteDetails(  
    siteDescription  VARCHAR PRIMARY KEY  
    siteType        VARCHAR);
```

```
CREATE TABLE SiteInfo(  
    siteID          INT PRIMARY KEY,  
    siteName        VARCHAR NOT NULL,  
    siteDescription  VARCHAR,  
    url             VARCHAR UNIQUE NOT NULL,  
    FOREIGN KEY (siteDescription) REFERENCES SiteDetails  
        ON DELETE CASCADE  
        ON UPDATE CASCADE);
```

```

CREATE TABLE ConnectedTo(
    gameId      INT,
    siteID      INT,
    PRIMARY KEY (gameID, siteID),
    FOREIGN KEY (gameID) REFERENCES Game
        ON DELETE CASCADE
        ON UPDATE CASCADE,
    FOREIGN KEY (siteID) REFERENCES RelatedSites
        ON DELETE CASCADE
        ON UPDATE CASCADE);

```

```

CREATE TABLE AvgRating(
    gameId      INT,
    ratingScore  INT,
    ratingCategory VARCHAR,
    PRIMARY KEY (gameID, ratingScore, ratingCategory),
    FOREIGN KEY (gameID) REFERENCES Game
        ON DELETE CASCADE
        ON UPDATE CASCADE);

```

```

CREATE TABLE Platform
    (platformName  VARCHAR PRIMARY KEY,
    platformType   VARCHAR NOT NULL,
    manufacturer   VARCHAR);

```

```

CREATE TABLE SystemRequirements(
    sysReqID     INT PRIMARY KEY,
    graphics     VARCHAR NOT NULL,
    storage      VARCHAR,
    memory       VARCHAR,
    OS           VARCHAR NOT NULL,
    processor    VARCHAR);

```

```

CREATE TABLE On(
    gameId      INT,
    platformName VARCHAR,
    priceCAD    NUMBER NOT NULL,
    releaseDate DATE NOT NULL,
    PRIMARY KEY(gameID, platformName),

```

```
FOREIGN KEY (gameID) REFERENCES Game
    ON DELETE CASCADE
    ON UPDATE CASCADE,
FOREIGN KEY (platformName) REFERENCES Platform
    ON DELETE CASCADE
    ON UPDATE CASCADE);
```

```
CREATE TABLE GamePlatformRequires(
    gameID          INT,
    platformName    VARCHAR,
    sysReqsID       INT,
    PRIMARY KEY (gameID, platformName),
    FOREIGN KEY (gameID) REFERENCES Game
        ON DELETE CASCADE
        ON UPDATE CASCADE,
    FOREIGN KEY (platFormName) REFERENCES Platform
        ON DELETE CASCADE
        ON UPDATE CASCADE,
    FOREIGN KEY (sysReqsID) REFERENCES SystemRequirements
        ON DELETE CASCADE
        ON UPDATE CASCADE);
```

```
CREATE TABLE SeriesGame
(gameID          INT PRIMARY KEY,
seriesName      VARCHAR NOT NULL,
seriesPos       INT,
FOREIGN KEY (gameID) REFERENCES Game
    ON DELETE CASCADE
    ON UPDATE CASCADE);
```

```
CREATE TABLE Prequel
(preGameID       INT,
seGameID        INT,
PRIMARY KEY(preGameID, seGameID),
FOREIGN KEY (preGameID) REFERENCES Game
    ON DELETE SET DEFAULT
    ON UPDATE CASCADE,
FOREIGN KEY (seGameID) REFERENCES Game
    ON DELETE SET DEFAULT
    ON UPDATE CASCADE);
```


8. INSERT STATEMENTS

INSERT INTO Studio

VALUES (1, 'Japan', 'First-Party Studio', 'Nintendo EPD',2015)

INSERT INTO Studio

VALUES (2, 'United States', 'First-Party Studio', 'Naughty Dog',1984)

INSERT INTO Studio

VALUES (3, 'United States', 'First-Party Studio', 'Santa Monica Studio',1999)

INSERT INTO Studio

VALUES (4, 'United States', 'Third-Party Studio', 'Ready at Dawn',2003)

INSERT INTO Studio

VALUES (5, 'United States', 'Third-Party Studio', 'Javaground',2001)

INSERT INTO Studio

VALUES (6, 'United States', 'AAA Studio', 'Rockstar Games',1998)

INSERT INTO Studio

VALUES (7, 'Poland', 'Independent Third-Party Studio', 'CD projekt',1994)

INSERT INTO Studio

VALUES (8, 'United States', 'AAA Studio', 'Riot Games', 2006)

INSERT INTO Studio

VALUES (9, 'United States', 'AAA Studio', 'Valve', 1996)

INSERT INTO Studio

VALUES (10, 'United States', 'AAA Studio', 'Epic Games', 1991)

INSERT INTO Game

VALUES (1, 'The Legend of Zelda: Breath of the Wild', 'N')

INSERT INTO Game

VALUES (2, 'The Last of Us Part II', 'N')

```
INSERT INTO Game  
VALUES (3, 'God of War', 'N')
```

```
INSERT INTO Game  
VALUES (4, 'Red Dead Redemption 2', 'N')
```

```
INSERT INTO Game  
VALUES (5, 'The Witcher 3: Wild Hunt', 'N')
```

```
INSERT INTO Game  
VALUES (6, 'Valorant', 'N')
```

```
INSERT INTO Game  
VALUES (7, 'CSGO2', 'N')
```

```
INSERT INTO Game  
VALUES (8, 'Fortnite', 'Y')
```

```
INSERT INTO Game  
VALUES (9, 'CSGO', 'N')
```

```
INSERT INTO Game  
VALUES (10, 'The Witcher 2: Assassins of Kings', 'N')
```

```
INSERT INTO Game  
VALUES (11, 'Thronebreaker: The Witcher Tales', 'N')
```

```
INSERT INTO Game  
VALUES (12, 'The Legend of Zelda: Tri Force Heroes', 'N')
```

```
INSERT INTO Game  
VALUES (13, 'The Legend of Zelda: Tears of the Kingdom', 'N')
```

```
INSERT INTO Game  
VALUES (14, 'The Last of Us', 'N')
```

```
INSERT INTO Game  
VALUES (15, 'The Last of Us: Left Behind', 'N')
```

INSERT INTO Creates
VALUES (1,1)

INSERT INTO Creates
VALUES (2,2)

INSERT INTO Creates
VALUES (3,3)

INSERT INTO Creates
VALUES (3,4)

INSERT INTO Creates
VALUES (3,5)

INSERT INTO Creates
VALUES (4,6)

INSERT INTO Creates
VALUES(5,7)

INSERT INTO Creates
VALUES(6,8)

INSERT INTO Creates
VALUES(7,9)

INSERT INTO Creates
VALUES(8,10)

INSERT INTO Creates
VALUES(9, 9)

INSERT INTO Creates
VALUES(10, 7)

INSERT INTO Creates
VALUES(11, 7)

INSERT INTO Creates

VALUES(12, 1)

INSERT INTO Creates
VALUES(13, 1)

INSERT INTO Creates
VALUES(14, 2)

INSERT INTO Creates
VALUES(15, 2)

INSERT INTO Genre
VALUES ('Action-adventure')

INSERT INTO Genre
VALUES ('Hack and Slash')

INSERT INTO Genre
VALUES ('Action role-playing')

INSERT INTO Genre
VALUES ('Shooter Game')

INSERT INTO Genre
VALUES ('Open World')

INSERT INTO Genre
VALUES ('Tactical Shooter')

INSERT INTO Genre
VALUES ('First Person Shooter')

INSERT INTO Genre
VALUES ('Team-based')

INSERT INTO Genre
VALUES ('Third Person Shooter')

INSERT INTO Genre
VALUES ('Battle Royale')

INSERT INTO TaggedWith
VALUES (1, 'Action-adventure')

INSERT INTO TaggedWith
VALUES (2, 'Action-adventure')

INSERT INTO TaggedWith
VALUES (2, 'Shooter Game')

INSERT INTO TaggedWith
VALUES (3, 'Action-adventure')

INSERT INTO TaggedWith
VALUES (3, 'Hack and Slash')

INSERT INTO TaggedWith
VALUES (4, 'Action-adventure')

INSERT INTO TaggedWith
VALUES (4, 'Shooter Game')

INSERT INTO TaggedWith
VALUES (5, 'Action role-playing')

INSERT INTO TaggedWith
VALUES (5, 'Open World')

INSERT INTO TaggedWith
VALUES (6, 'Tactical Shooter')

INSERT INTO TaggedWith
VALUES (6, 'First Person Shooter')

INSERT INTO TaggedWith
VALUES (6, 'Team-based')

INSERT INTO TaggedWith
VALUES (7, 'Tactical Shooter')

INSERT INTO TaggedWith
VALUES (7, 'First Person Shooter')

INSERT INTO TaggedWith
VALUES (7, 'Team-based')

INSERT INTO TaggedWith
VALUES (8, 'Third Person Shooter')

INSERT INTO TaggedWith
VALUES (8, 'Battle Royale')

INSERT INTO TaggedWith
VALUES (9, 'Tactical Shooter')

INSERT INTO TaggedWith
VALUES (9, 'First Person Shooter')

INSERT INTO TaggedWith
VALUES (9, 'Team-based')

INSERT INTO TaggedWith
VALUES (10, 'Action role-playing')

INSERT INTO TaggedWith
VALUES (11, 'Action role-playing')

INSERT INTO TaggedWith
VALUES (12, 'Action-adventure')

INSERT INTO TaggedWith
VALUES (13, 'Action-adventure')

INSERT INTO TaggedWith
VALUES (14, 'Shooter Game')

INSERT INTO TaggedWith
VALUES (15, 'Shooter Game')

INSERT INTO AwardInfo

VALUES('The Game Award for Best Role Playing Game', 'This award honors a title, single-player or multiplayer, where an individual assumes the role of one or more characters and develops those characters in terms of abilities, statistics, and/or traits as the game progresses. Gameplay involves exploring, acquiring resources, solving puzzles, and interacting with player or non-player characters in the persistent world. Through the player's actions, his/her virtual characters' statistics or traits demonstrably evolve throughout the game')

INSERT INTO AwardInfo

VALUES('The Game Award for Best Narrative', 'it recognizes the overall excellence of writing in a game - including, but not limited to, story, plot construction, dialogue, branching narratives, etc.')

INSERT INTO AwardInfo

VALUES('British Academy Games Award for Music', 'It is given to recognize "excellence in composition for a game music score, through original music and/or creative use of licensed track')

INSERT INTO AwardInfo

VALUES('The Game Award for Most Anticipated Game', 'Awarded to the most eagerly awaited upcoming game, based on public excitement and anticipation prior to its release')

INSERT INTO AwardInfo

VALUES('BAFTA Games Award for Animation', 'It is given in honor to "the highest level of excellence in bringing a game to life," considering elements such as "player control, non-player characters, ambient/environmental animation, facial animation and cinematics')

INSERT INTO AwardInfo

VALUES('Esports Game of the Year', NULL)

INSERT INTO AwardEvent

VALUES('BAFTA Games Award for Animation', 2021, 2)

INSERT INTO AwardEvent

VALUES('The Game Award for Most Anticipated Game' , 2016, 1)

INSERT INTO AwardEvent

VALUES('British Academy Games Award for Music', 2019, 3)

```
INSERT INTO AwardEvent
VALUES('The Game Award for Best Narrative', 2018, 4)
```

```
INSERT INTO AwardEvent
VALUES('The Game Award for Best Role Playing Game', 2015, 5)
```

```
INSERT INTO AwardEvent
VALUES('Esports Game of the Year', 2023, 6)
```

```
INSERT INTO EventDetails
VALUES('God of War voice actors Panel at the Game on Expo', 'Game on Expo')
```

```
INSERT INTO EventDetails
VALUES('Legend of Zelda: Breath of the Wild voice actors Panel at Game on Expo',
'Game on Expo')
```

```
INSERT INTO EventDetails
VALUES('The VCT ascension qualifier for the Americas League', 'VCT Ascension')
```

```
INSERT INTO EventDetails
VALUES('The VCT ascension qualifier for the Pacific League', 'VCT Ascension')
```

```
INSERT INTO EventDetails
VALUES('The VCT ascension qualifier for the EMEA League', 'VCT Ascension')
```

```
INSERT INTO EventDetails
VALUES('NA qualifiers for Red Bull Home Ground', 'Red Bull Home Ground')
```

```
INSERT INTO EventDetails
VALUES('Yearly LAN hosted by UBC Esports Association', 'UBC LAN')
```

```
INSERT INTO EventInfo
VALUE('Arizona, USA', TO_DATE('2023-04-04', 'YYYY-MM-DD'), 'God of War voice
actors Panel at the Game on Expo')
```

```
INSERT INTO EventInfo
VALUES('Arizona, USA', TO_DATE('2017-08-11', 'YYYY-MM-DD'), 'Legend of Zelda:
Breath of the Wild voice actors Panel at Game on Expo')
```



```
INSERT INTO EventInfo
VALUES('Monterrey, Mexico', TO_DATE('2024-09-10', 'YYYY-MM-DD'), 'The VCT
ascension qualifier for the Americas League')
```

```
INSERT INTO EventInfo
VALUES('Jakarta, Indonesia', TO_DATE('2024-09-29', 'YYYY-MM-DD'), 'The VCT
ascension qualifier for the Pacific League')
```

```
INSERT INTO EventInfo
VALUES('Berlin, Germany', TO_DATE('2024-07-28', 'YYYY-MM-DD'), 'The VCT
ascension qualifier for the EMEA League')
```

```
INSERT INTO EventInfo
VALUES('Washington, USA', TO_DATE('2024-09-29', 'YYYY-MM-DD'), 'NA qualifiers for
Red Bull Home Ground')
```

```
INSERT INTO EventInfo
VALUES('BC, Canada', TO_DATE('2024-08-31', 'YYYY-MM-DD'), 'Yearly LAN hosted by
UBC Esports Association')
```

```
INSERT INTO Organizer
VALUES('info@gameonexpo.com', 'Game on Entertainment', 9)
```

```
INSERT INTO Organizer
VALUES('support@riotgames.com', 'Riot Games', 40)
```

```
INSERT INTO Organizer
VALUES('conferences.events@redbullracing.com', 'Red Bull', 5)
```

```
INSERT INTO Organizer
VALUES('help@nerdstreet.com', 'NerdStreet', 10)
```

```
INSERT INTO Organizer
VALUES('contact@ubcesports.ca', 'UBCEA', 15)
```

```
INSERT INTO Organize
VALUES('info@gameonexpo.com', 'Arizona, USA', TO_DATE('2023-04-04',
'YYYY-MM-DD'), 'Game on Expo')
```

```
INSERT INTO Organize
```

```
VALUES('info@gameonexpo.com', 'Arizona, USA', TO_DATE('2017-08-11',  
'YYYY-MM-DD'), 'Game on Expo')
```

```
INSERT INTO Organize  
VALUES('support@riotgames.com', 'Monterrey, Mexico', TO_DATE('2024-09-10',  
'YYYY-MM-DD'), 'VCT Ascension')
```

```
INSERT INTO Organize  
VALUES('support@riotgames.com', 'Jakarta, Indonesia', TO_DATE('2024-09-29',  
'YYYY-MM-DD'), 'VCT Ascension')
```

```
INSERT INTO Organize  
VALUES('support@riotgames.com', 'Berlin, Germany', TO_DATE('2024-07-28',  
'YYYY-MM-DD'), 'VCT Ascension')
```

```
INSERT INTO Organize  
VALUES('conferences.events@redbullracing.com', 'Washington, USA',  
TO_DATE('2024-09-29', 'YYYY-MM-DD'), 'Red Bull Home Ground')
```

```
INSERT INTO Organize  
VALUES('contact@ubcesports.ca', 'BC, Canada', TO_DATE('2024-08-31',  
'YYYY-MM-DD'), 'UBC Lan')
```

```
INSERT INTO Hosts  
VALUES(3, 'Arizona, USA', TO_DATE('2023-04-04', 'YYYY-MM-DD'), 'Game on Expo')
```

```
INSERT INTO Hosts  
VALUES(1, 'Arizona, USA', TO_DATE('2017-08-11', 'YYYY-MM-DD'), 'Game on Expo')
```

```
INSERT INTO Hosts  
VALUES(6, 'Monterrey, Mexico', TO_DATE('2024-09-10', 'YYYY-MM-DD'), 'VCT  
Ascension')
```

```
INSERT INTO Hosts  
VALUES(6, 'Jakarta, Indonesia', TO_DATE('2024-09-29', 'YYYY-MM-DD'), 'VCT  
Ascension')
```

```
INSERT INTO Hosts
```

```
VALUES(6, 'Berlin, Germany', TO_DATE('2024-07-28', 'YYYY-MM-DD'), 'VCT Ascension')
```

```
INSERT INTO Hosts  
VALUES(6, 'Washington, USA', TO_DATE('2024-09-29', 'YYYY-MM-DD'), 'Red Bull Home Ground')
```

```
INSERT INTO Hosts  
VALUES(6, 'BC, Canada', TO_DATE('2024-08-31', 'YYYY-MM-DD'), 'UBC Lan')
```

```
INSERT INTO SiteDetails  
VALUES('A site providing all information on the game, including game lore, mechanics, characters, etc.', 'Wikipedia')
```

```
INSERT INTO SiteDetails  
VALUES('A reddit-like site covering all related esports events that additionally allows users to make discussion threads and share news.', 'Esports Forum')
```

```
INSERT INTO SiteDetails  
VALUES('A site with game statistics from all players across all regions, users are able to see their own account statistics or view others', 'Stats Tracker')
```

```
INSERT INTO SiteDetails  
VALUES('The official game website where you can purchase/download the game', 'Official Site')
```

```
INSERT INTO SiteDetails  
VALUES('The subreddit for the game', 'Subreddit')
```

```
INSERT INTO SiteInfo  
VALUES(1, 'Valorant Wiki', 'A site providing all information on the game, including game lore, mechanics, characters, etc.', 'https://valorant.fandom.com/wiki/VALORANT_Wiki')
```

```
INSERT INTO SiteInfo  
VALUES(2, 'VLR', 'A reddit-like site covering all related esports events that additionally allows users to make discussion threads and share news.', 'https://www.vlr.gg/')
```

```
INSERT INTO SiteInfo
```

VALUES(3, 'HLTV', 'A reddit-like site covering all related esports events that additionally allows users to make discussion threads and share news.', 'https://www.hltv.org/')

INSERT INTO SiteInfo

VALUES(4, 'Player Stats Tracker', 'A site with various game statistics from all players across all regions, users are able to see their own account statistics or view others', 'https://tracker.gg')

INSERT INTO SiteInfo

VALUES(5, 'Official Valorant Site', 'The official game website where you can purchase/download the game', 'https://playvalorant.com/en-us/')

INSERT INTO SiteInfo

VALUES(6, 'Valorant Subreddit', 'The subreddit for the game', 'https://www.reddit.com/r/VALORANT/')

INSERT INTO ConnectedTo

VALUES(6, 1)

INSERT INTO ConnectedTo

VALUES(6, 2)

INSERT INTO ConnectedTo

VALUES(6, 4)

INSERT INTO ConnectedTo

VALUES(6, 5)

INSERT INTO ConnectedTo

VALUES(6, 6)

INSERT INTO ConnectedTo

VALUES(7, 3)

INSERT INTO ConnectedTo

VALUES(7, 4)

INSERT INTO ConnectedTo

VALUES(8, 4)

```
INSERT INTO AvgRating  
VALUES(6, 9, 'Overall')
```

```
INSERT INTO AvgRating  
VALUES(7, 9, 'Overall')
```

```
INSERT INTO AvgRating  
VALUES(8, 9, 'Overall')
```

```
INSERT INTO AvgRating  
VALUES(6, 8, 'Accessibility')
```

```
INSERT INTO AvgRating  
VALUES(7, 7, 'Graphics')
```

```
INSERT INTO AvgRating  
VALUES(8, 10, 'Player Activity')
```

```
INSERT INTO Platform  
VALUES('Xbox Series S', 'Console', 'Microsoft')
```

```
INSERT INTO Platform  
VALUES('Xbox One', 'Console', 'Microsoft')
```

```
INSERT INTO Platform  
VALUES('PS4', 'Console', 'Microsoft')
```

```
INSERT INTO Platform  
VALUES('PS5', 'Console', 'Microsoft')
```

```
INSERT INTO Platform  
VALUES('PC', 'PC', NULL)
```

```
INSERT INTO Platform  
VALUES('Nintendo 3DS', 'Home Console', 'Nintendo')
```

```
INSERT INTO Platform  
VALUES('Nintendo Switch', 'Home Console', 'Nintendo')
```

```
INSERT INTO SystemRequirements
VALUES(1, 'AMD Radeon R5 200 or Intel HD 4000', '30GB', '4GB', 'Windows 7 64-bit',
'Intel Core 2 Duo E8400 or AMD Athlon 200GE')
```

```
INSERT INTO SystemRequirements
VALUES(2, 'Any video card with 256 MB of VRAM or higher', '15GB', '2GB', 'Windows
XP', 'Intel Core 2 Duo E6600 or AMD Phenom X3 8750')
```

```
INSERT INTO SystemRequirements
VALUES(3, 'Intel HD 4000', '15GB', '4GB', 'Windows 7/8/10 64-bit or Mac OS X Sierra',
'Intel Core i3 2.4')
```

```
INSERT INTO SystemRequirements
VALUES(4, 'Video card must be 256 MB or more and should be a DirectX 9-compatible
with support for Pixel Shader 3.0', '15GB', '2GB', 'Windows 7/Vista/XP', 'Intel Core 2
Duo E6600 or AMD Phenom X3 8750')
```

```
INSERT INTO SystemRequirements
VALUES(5, 'NVIDIA GTX 960 (4 GB) or AMD R9 290X (4 GB)', '70GB', '8GB',
'Windows 10 64-bit (version 1809)', 'Intel i5-2500K or AMD Ryzen 3 1200')
```

```
INSERT INTO On
VALUES(1, 'Nintendo Switch', '79.99', TO_DATE('2017-03-03', 'YYYY-MM-DD'))
```

```
INSERT INTO On
VALUES(2, 'PS4', '49.99', TO_DATE('2020-06-19', 'YYYY-MM-DD'))
```

```
INSERT INTO On
VALUES(2, 'PS5', '64.99', TO_DATE('2024-01-19', 'YYYY-MM-DD'))
```

```
INSERT INTO On
VALUES(3, 'PS4', '19.99', TO_DATE('2018-04-20', 'YYYY-MM-DD'))
```

```
INSERT INTO On
VALUES(4, 'PS4', '19.79', TO_DATE('2018-10-26', 'YYYY-MM-DD'))
```

```
INSERT INTO On
VALUES(4, 'PC', '59.99', TO_DATE('2015-05-18', 'YYYY-MM-DD'))
```

```
INSERT INTO On
```

```
VALUES(5, 'PC', '59.99', TO_DATE('2020-06-02', 'YYYY-MM-DD'))
```

```
INSERT INTO On
```

```
VALUES(5, 'Xbox One', '59.99', TO_DATE('2015-05-18', 'YYYY-MM-DD'))
```

```
INSERT INTO On
```

```
VALUES(6, 'PC', '0', TO_DATE('2020-06-02', 'YYYY-MM-DD'))
```

```
INSERT INTO On
```

```
VALUES(7, 'PC', '0', TO_DATE('2023-09-27', 'YYYY-MM-DD'))
```

```
INSERT INTO On
```

```
VALUES(8, 'PC', '0', TO_DATE('2017-09-26', 'YYYY-MM-DD'))
```

```
INSERT INTO On
```

```
VALUES(9, 'PC', '0', TO_DATE('2012-08-21', 'YYYY-MM-DD'))
```

```
INSERT INTO On
```

```
VALUES(10, 'PC', '19.99', TO_DATE('2011-05-17', 'YYYY-MM-DD'))
```

```
INSERT INTO On
```

```
VALUES(11, 'PC', '19.99', TO_DATE('2018-10-23', 'YYYY-MM-DD'))
```

```
INSERT INTO On
```

```
VALUES(12, 'Nintendo 3DS', '47.00', TO_DATE('2017-09-26', 'YYYY-MM-DD'))
```

```
INSERT INTO On
```

```
VALUES(13, 'Nintendo Switch', '99.98', TO_DATE('2023-05-12', 'YYYY-MM-DD'))
```

```
INSERT INTO On
```

```
VALUES(14, 'PC', '59.99', TO_DATE('2013-06-14', 'YYYY-MM-DD'))
```

```
INSERT INTO On
```

```
VALUES(15, 'PC', '14.99', TO_DATE('2014-02-14', 'YYYY-MM-DD'))
```

```
INSERT INTO GamePlatformRequires
```

```
VALUES(6, 'PC', 1)
```

```
INSERT INTO GamePlatformRequires
```

```
VALUES(7, 'PC', 2)
```

```
INSERT INTO GamePlatformRequires  
VALUES(8, 'PC', 3)
```

```
INSERT INTO GamePlatformRequires  
VALUES(9, 'PC', 4)
```

```
INSERT INTO GamePlatformRequires  
VALUES(3, 'PC', 5)
```

```
INSERT INTO SeriesGame  
VALUES(1, 'Legend of Zelda', 17)
```

```
INSERT INTO SeriesGame  
VALUES(12, 'Legend of Zelda', 16)
```

```
INSERT INTO SeriesGame  
VALUES(13, 'Legend of Zelda', 18)
```

```
INSERT INTO SeriesGame  
VALUES(2, 'Last of Us', 3)
```

```
INSERT INTO SeriesGame  
VALUES(14, 'Last of Us', 2)
```

```
INSERT INTO SeriesGame  
VALUES(15, 'Last of Us', 4)
```

```
INSERT INTO SeriesGame  
VALUES(3, 'God of War', 9)
```

```
INSERT INTO SeriesGame  
VALUES(4, 'The Witcher', 3)
```

```
INSERT INTO SeriesGame  
VALUES(10, 'The Witcher', 2)
```

```
INSERT INTO SeriesGame  
VALUES(11, 'The Witcher', 4)
```



```
INSERT INTO SeriesGame  
VALUES(7, 'CSGO', 2)
```

```
INSERT INTO SeriesGame  
VALUES(9, 'CSGO', 1)
```

NOTE: -1 is our default value for gameId when a specific game only has one of the pre or sequel games.

```
INSERT INTO Prequel  
VALUES(14, 15)
```

```
INSERT INTO Prequel  
VALUES(12, 13)
```

```
INSERT INTO Prequel  
VALUES(10, 11)
```

```
INSERT INTO Prequel  
VALUES(9, -1)
```

```
INSERT INTO Prequel  
VALUES(-1, 7)
```