**Posted @ GitHub Issue #10 as gaja9141 on 9/30 (**[**https://github.com/G915-2-Data-Modeling-381/Project-1-eStreamingMovies/issues/10**](https://github.com/G915-2-Data-Modeling-381/Project-1-eStreamingMovies/issues/10)**):**

**Comments to Amber:**

The verb phrases between business objects/entities that you added is good for understanding the relationships between everything. I like the segregation between the payment types, but I’m not sure that that relationship between Customer and Check, Credit, EPay should all be mandatory/not null; a Customer might not necessarily have all three types. Like Payment type, the rest of your model is normalized well, although there might be a few more dependencies that can be removed or even added back. For example, maybe Condition and Format can be combined under a Detail, but I respect your decision to have them as separate tables. The PascalCase makes everything easy to read and your data types are selected well. I think the traditional movie model is strong here, so it can merge well with something that has more of an emphasis on streaming.

**Comments to Adrian:**

I like the originality of having a store sell inventory/merchandise. It adds a physical aspect which I would not have thought of given that I automatically pawn off all sales to Amazon. Maybe the definitions of some business objects in your CDM can be shortened and explained in verb phrases or the model itself, like with Employee’s def. Your licensing aspect resonates with subscription model, so I agree with that modernization; we can collaborate on that. Also, your use of domains/user defined data and schemas is a great addition. I like how far in depth you go with each entity: it shows how much you thought about everything. But at the same time, I think some parts go out of the scope of our model. Maybe we think should be focused on just the streaming aspect, i.e.: I’m not sure if it’s relevant for us to know the jobs of everyone working on set, aside from the actors/director. There is a lot to work with here!