GameShop Database

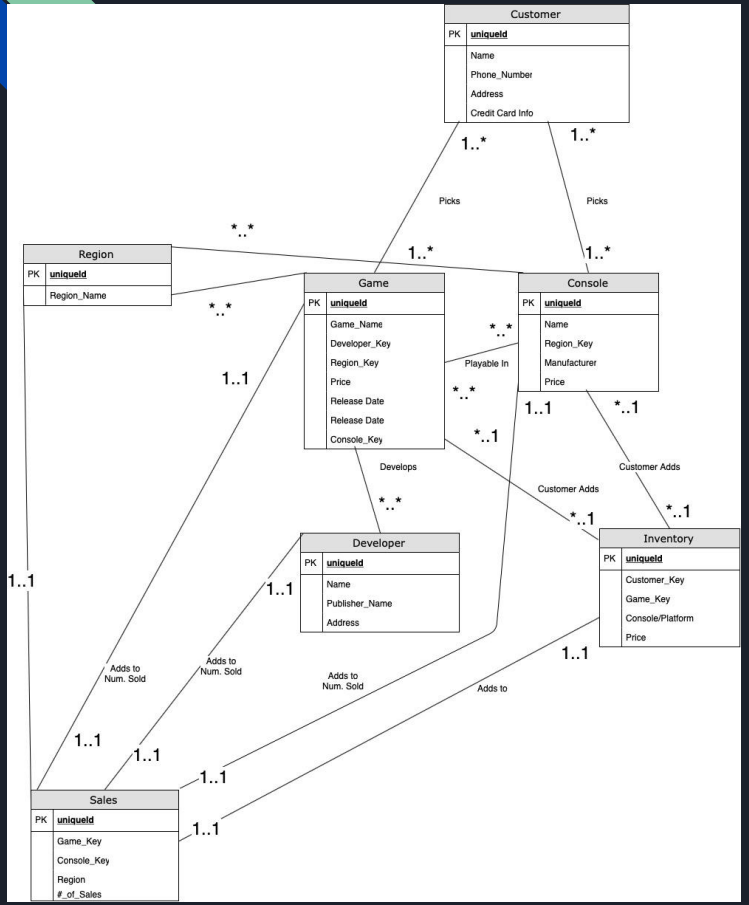
Created By Kyle Stephan and Khai-Yuan Liew

System description

We designed a system that allows a user to have access to a large database of customers as well as top selling video game, consoles, and an inventory of what every customer owns/purchased

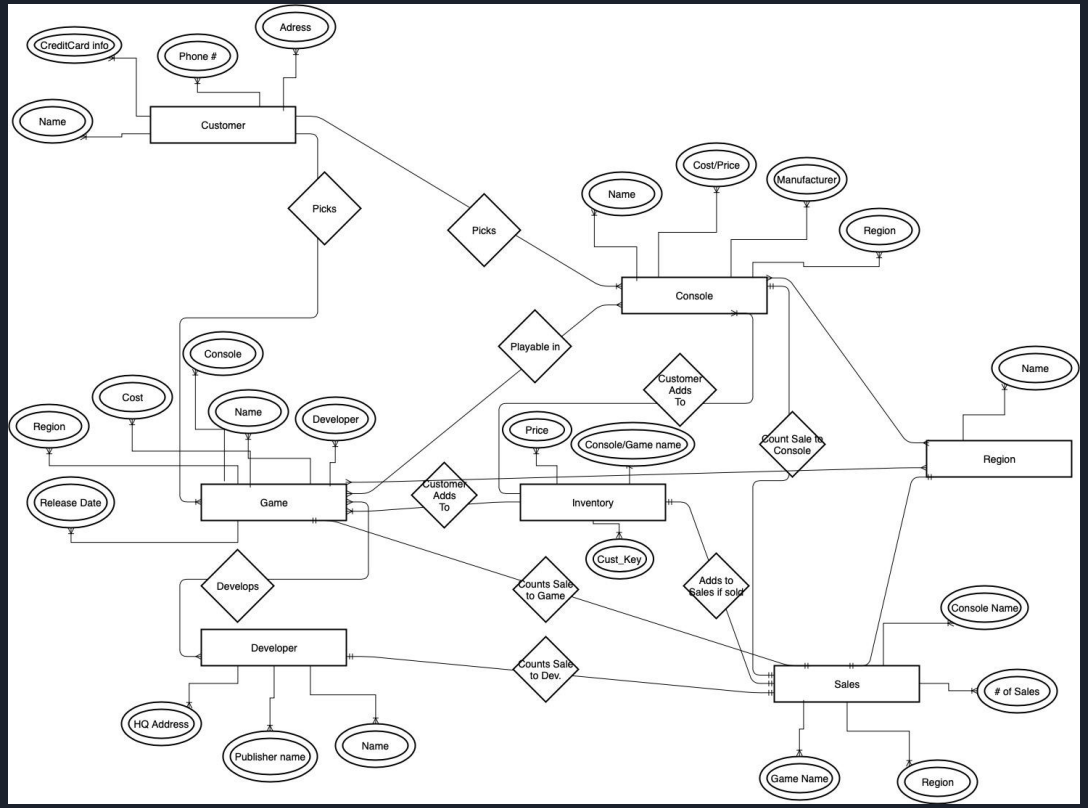
Essentially creating a database very similar to that of Gamestop.

Use-case description



The most important part of our system is the idea that the user is able to interact with the system by being able to modify any of the tables after a customer makes a purchase or return of a game or console and by being able to easily search for information such as how many sales a certain game has or what developers made which game.

E/R diagram


CreditCard info
Phone #
Adress
Name
Customer
Picks
Picks
Name
Cost/Price
Manufacturer
Region
Console
Playable in
Console
Cost
Name
Developer
Region
Release Date
Game
Customer Adds To
Price
Console/Game name
Inventory
Customer Adds To
Count Sale to Console
Name
Region
Cust_Key
Develops
Counts Sale to Game
Adds to Sales if sold
Console Name
Developer
Counts Sale to Dev.
Sales
# of Sales
HQ Address
Publisher name
Name
Game Name
Region

Relational schema

Customer - c_custkey, c_name, c_ phone, c_address, c_credcardnum

Game - g_gamekey, g_gamename, g_devkey, g_regionkey, g_price, g_releasedate, g_consolekey

Console - con_consolekey, con_name, con_regionkey, con_mfgr, con_price

Inventory - i_custkey, i_gamekey, i_consolekey, i_price

Developer - d_devkey, d_devname, d_publisher, d_officeddress

Sales - s_gamekey, s_consolekey, s_regionkey, s_sales

Region - r_regionkey, r_regionname

Implementation details

SQLite is the database system that used to implement the relational schema.

Interface was coded in Java and the database was connected to Java via JDBC.

Interface is text-based. No GUIs.