**VIEWS DESCRIPTION AND COLUMN IN VIEWS DESCRIPTIONS**

**Bar\_sales\_report:**

* ID: Field contains unique numeric identifier for orders/sales from the bar.
* Date: Field contains date of sale of bar item.
* Quantity of Items Sold/DAY: Field contains the quantity of each bar item sold.
* Total Sale/Day: Field calculates the total bar sales for the day based on the ID, Date, and Quantity fields.

The bar sales report table is a calculated table that calculates the amount of bar sales on a given day. The table includes 4 columns: drink ID, date of sale, quantity sold, and total bar sales. This table is for the restaurant to keep track of the amount of alcohol sales they have each day.

**Café\_sales\_report:**

* ID: Field contains unique numeric identifier for orders/sales from the café.
* Date: Field contains date of sale of café item.
* Quantity of Items Sold/DAY: Field contains the quantity of each café item sold.
* Total Sale/Day: Field calculated the total café sales for the day based on the ID, Date, and Quantity fields.

The café sales report table is a calculated table that calculates the amount of cafes sales on a given day. The table includes 4 columns: item ID, date of sale, quantity sold, and total café sales. This table is for the restaurant to keep track of the amount of café sales they have each day.

**Customer\_details:**

* Customer\_id: Field representing unique ids assigned to customers.
* First\_name: Field containing first names of customers.
* Last\_name: Field containing last names of customers.
* Address\_1: Field containing primary street addresses of customers.
* Address\_2: Field containing secondary street addresses of customers if applicable.
* City: Field containing the primary cities of customers.
* Province: Field containing primary provinces of customers.
* Postal\_code: Field containing the postal codes of customers.
* Mobile\_number: Field containing the mobile phone numbers of customers.
* Email address: Field containing the email addresses of customers.

The customer details table is a table that features all of the contact information for customers who have registered at members at the Board Room Game Café. This includes: first name, last name, any applicable addresses (street, city, postal code, province), and contact information (phone number, email). This table is for the Board Room Game Café to keep return customers/members information on file for future purchases.

**Customer\_order:**

* order\_id: Field containing unique order number specific to this customer’s visit/purchase.
* first\_name: Field containing first name of customer.
* Last\_name: Field containing last name of customer.
* nameof\_cafe\_item: Field containing names of any café items purchased by customer with this ID.
* typeof\_cafe\_item: Field containing type of any café items purchased by customer with this ID.
* name\_of\_kitchen\_item: Field containing names of any kitchen items purchased by customer with this ID.
* typeof\_kitchen\_item: Field containing type of any kitchen items purchased by customer with this ID.
* drink\_name: Field containing names of any drink items purchased by customer with this ID.
* typeof\_drink: Field containing type of any drink items purchased by customer with this ID.
* quantity: Field containing quantity of items purchased by customer with this ID.
* total\_bill: Field containing the total combined price of all items purchased by customer with this ID.

The customer order sales report is a calculated table that is used to total up a customer’s purchase at the Board Room Game Café in the restaurant portion of the business. The table includes customer information such as: their order number, first and last name. The table also features columns for what the customer may have purchased, including: type and name of café items, type and name of kitchen items, type and name of drinks, and the quantity of items on their bill. The table then takes any inputted data from the columns (items, quantity and price) and calculates a total bill for the customer. This table is for the restaurant to calculate a customer's total bill, but also is useful for the customer to break down the price of their bill.

* Gamesales\_id: Field containing unique identifier for game sales from the retail store.
* Dateof\_sale: Field containing the date of sale of game items.
* Quantity\_sold\_game: Field containing the quantity of each game item sold.
* Total\_sales\_game: Field calculating the total game sales for the day based on the ID, date, and quantity fields.

The game sales report table is a calculated table that calculates the amount of game sales from the retail store on a given day. The table includes 4 columns: item ID, date of sale, quantity sold, and total memorabilia sales. This table is for the retail store to keep track of the amount of game sales they have each day.

**Kitchen\_sales\_report:**

* ID: Field contains unique numeric identifier for orders/sales from the kitchen.  
  Date: Field contains the date of sale of kitchen item.
* Quantity of Items Sold/DAY: Field contains the quantity of each kitchen item sold.
* Total Sale/Day: Field calculates the total kitchen sales for the day based on the ID, Date, and Quantity Fields.

The kitchen sales report table is a calculated table that calculates the amount of kitchen sales on a given day. The table includes 4 columns: item ID, date of sale, quantity sold, and total kitchen sales. This table is for the restaurant to keep track of the amount of kitchen sales they have each day.

**Memorabilia\_sales\_report:**

* Memorabiliasale\_id: Field containing unique identifier for memorabilia sales from the retail store.
* Dateof\_sale: Field containing the date of sale of memorabilia items.
* Quanitity\_sold\_memorabilia: Field containing the quantity of each memorabilia item sold.
* Total\_sale\_memorabilia: Field calculating the total memorabilia sales for the day based on the ID, date, and quantity fields.

The memorabilia sales report table is a calculated table that calculates the amount of memorabilia sales from the retail store on a given day. The table includes 4 columns: item ID, date of sale, quantity sold, and total memorabilia sales. This table is for the retail store to keep track of the amount of memorabilia sales they have each day.

**Game\_sales\_report:**

* Gamesales\_id: Field containing unique identifier for game sales from the retail store.
* Dateof\_sale: Field containing the date of sale of game items.
* Quantity\_sold\_game: Field containing the quantity of each game item sold.
* Total\_sales\_game: Field calculating the total game sales for the day based on the ID, date, and quantity fields.

The game sales report table is a calculated table that calculates the amount of game sales from the retail store on a given day. The table includes 4 columns: item ID, date of sale, quantity sold, and total memorabilia sales. This table is for the retail store to keep track of the amount of game sales they have each day.

**Stock:**

* Inventory\_id: Field containing unique identifier for inventory items within the business.
* Nameof\_item: Field containing the names of each purchasable item in the business.
* Typeof\_item: Field containing the type of each purchasable item in the business.
* Quantityof\_item: Field containing the quantity of each purchasable item in the business.

The stock table is meant to store all available inventory within the business. The table contains the name of available items, what type of item it is, and the amount of that particular item available at the business. This table is for the business to keep track of their inventory, so they know how much of a product they have on site.