

Relational Schema

Underline: primary key

Dashedline: foreign key

Zigzagline: primary & foreign

Members : (start)

Member (e-mail, password, preferred_game_genre, type).

Normal User (e-mail, first_name, last_name, date_of_birth, age)

Normal User.e-mail references Member,

Where: Normal User.age = current date – Normal User.date_of_birth.

add_friend (e-mail1, e-mail2, accept)

add_friend.e-mail1 references Normal User,

add_friend.e-mail2 references Normal User.

Message (message_ID, sender, receiver, date, content)

Message.sender references Normal User,

Message.receiver references Normal User.

Development Team (e-mail, team_name, company, formation_date)

Development Team.e-mail references Member.

Verified Reviewer (e-mail, first_name, last_name, years_of_experience)

Verified Reviewer.e-mail references Member

(End of members)

Community : (start)

Community (theme, name, description).
create (theme, normal_user_ID, accept)
create.theme references Community
create.normal_user_ID references Normal User
join (theme,member_ID)
join.theme references Community.theme
join.member_ID references Member
Topic (theme, topic_ID, title, description,member_ID)
Topic.theme refernces Community
Topic.member_ID references Member
Topic_Comment(theme, topic_ID, comment_ID, content, date, member_ID)
Topic_Comment.theme references Topic
Topic_Comment.topic_ID references Topic
Topic_Comment.member_ID references Member

(End of community)

Conference : (start)

Conference (conference_ID, name, duration, start_date, end_date, venue).
Attend(e-mail, conference_ID)
Attend.e-mail references Member,
Attend.conference_ID references Conference.
Conference Review(conference_review_ID, conference_ID, e-mail, content,
date)
Conference Review.conference_ID references Conference,
Conference Review.e-mail references Member

Conference Review Comment(conference_review_comment_ID,
conference_review_ID, conference_ID, content, e-mail)
Conference Review Comment. conference_review_ID references Conference
Review

Conference Review Comment. conference_ID references Conference Review
Conference Review Comment.e-mail references Member

(End of conference).

Game part: (start)

Game(game_ID, name, release_date, rating, age_limit, development_team_e-
mail, release_conference)

Game.development_team_e-mail references Development Team.e-mail,

Game.release_conference references Conference.conference_ID

Screenshot(screen_shot_ID, game_ID, description, date)

Screenshot.game_ID references Game

Video(video_ID, game_ID, description,date)

Video.game_ID references Game.game_ID

Strategy(real_time,game)

Strategy.game references Game

Action(sub_genre,game)

Action.game references Game

Sport(type,game)

Sport.game references Game

RPG(story_line,PvP,game)

RPG.game references Game
Rate(rate_ID,game,member_email,graphics,level
design,interactivity,uniqueness) Rate.game references Game,
Rate.member_email references Member.
Game Review(game_review_ID,game,verified_reviewer,date,content)
Game Review.game references Game,
Game Review.verified_reviewer references Verified Reviewer.
Game Review Comment(comment_ID,game_review,member)
Game Review Comment.game_review references Game Review,
Game Review Comment.member references Member.
Present(conference_ID,game_ID,development_team_ID)
Present.conference_id references Conference,
Present.game_id references Game,
Present.development_team_id references Development Team.
Recommended(normal_user1,normal_user2,game_ID)
Recommended.normal_user1 references Normal User
Recommended.normal_user2 references Normal User
Recommended.game_ID references Game
(End of game)