Normal Users

8) Send Messages takes message content and the reciever and sender mail and insert it in table messages .

9)Normal\_User\_message takes the member email as an input get the message received by the normal Users

10) recommend \_game takes game\_name ,sender mail and reciever mail as an input and insert into table Normal\_Users\_Recommended\_Games\_to\_Normal\_Users

11)View\_My\_Games\_recommendations :- takes as an input email and display every game that the normal user have been recommended with select the name of the game and the first and last name by doing an inner join Normal users recommend games to normal users and games and inner join with normal users

12) Request\_creating\_Community takes as input name and description and community theme and normal user email insert into the two tables

Communities created by Normal Users and Communities

Verified reviewer

1) Sp\_Update\_Verified\_reviewer takes as input the verified reviewer email and first and last name and update the table values and the years of experience will be updated automatically

2) sp\_add\_game\_review takes as input verified reviewer email and game name and the message content insert it into game reviewers

3)sp\_delete\_Game\_review\_I\_wrote game review id verified reviewer email and delete form the table

4)sp\_select\_top\_ten \_game\_reviews select top 10 function that select count the number of comments in each game review and order them by number of comments

Development\_team

1)update\_developement\_team takes input email , team\_name ,company name , formation\_date and update table Development\_teams

2)add\_game\_tol\_list takes game\_name ,releast\_date,rating ,age\_limit,development\_team\_email as inputs and insert them into two tables Games and Games created by development teams preseneted in conferences

3) add screen\_shots \_to \_ game takes game\_name screenshot insert into table screenshots

4) add videos \_to\_game takes game\_name video insert into table video

5)Sp\_developmentTeam\_Add\_attended\_conferences and games takes conferencename and game\_name and team development email and releasedate and rating and agelimit as input and insert into conference attended member and game created by development presentedin conferences

6)View\_community\_requests show theme and normal user id of all requests which have a null bit which andicate in the table that it is pending

7) accept community takes theme as input and set accept bit to 1

Reject community takes theme as input and set accept bit to 0

8) sp\_verify\_members takes email of development team meber and return output that makes 2 counter one for the verified reviewers and count2 for development team returns 1 if member is a verified reviewr and 2 if member is a development team

9) sp\_create\_conference takes as input name ,startdate,end date and venue and insert into table conferences

10)create game take game\_name, release\_date,age\_limit ,rating and insert this into table games

11) delete community takes theme as input and delete it form table communities

12) delete \_conferences takes conference\_id as input and delete if from confrences

13) delete\_games takes game\_id and delete this game form table games