UbiUniversity: Ubisoft Game Store Database

Scenario: You are tasked with developing a comprehensive database for Ubisoft's online game store. Ubisoft offers a variety of games, each developed by various studios, and has a growing community of gamers. Your mission is to design and implement a relational database to efficiently manage this gaming information.

Entities:

1. **Games:**
   - GameID (Primary Key)
   - Title
   - StudioID (Foreign Key referencing Studios)
   - Genre
   - Price
2. **Studios:**
   - StudioID (Primary Key)
   - StudioName
3. **Gamers:**
   - GamerID (Primary Key)
   - FirstName
   - LastName
   - Email
   - Phone
4. **Purchases:**
   - PurchaseID (Primary Key)
   - GamerID (Foreign Key referencing Gamers)
   - GameID (Foreign Key referencing Games)
   - PurchaseDate
   - PurchaseAmount

Tasks:.

1. **Create Tables:**
   - Create the following tables: `Games`, `Studios`, `Gamers`, and `Purchases`.
2. **Insert Data:**
   - Populate each table with at least 10 records of sample data for each table
3. **Retrieve Data:**

- Craft SQL queries to retrieve the following information. Use only one stored procedure for all the queries.
    - List all games along with their studios and prices.
    - Showcase details of gamers who have made a purchase.
    - Display the total number of purchases made by each gamer.
    - Formulate a query to find the average price of games in each genre.
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4. **Update Data. *Use a stored procedure for each update.**
    - Adjust the price of a specific game. *The price and the GameId should be passed as parameters.
    - Update the email address of a specific gamer. The email and the GamerId should be passed as parameters

5. **Delete Data. *Use stored procedure**
    - Eliminate a gamer from the database. GamerId should be passed as parameter.