Database Overview

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Database: Fun
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Notes:
1. Columns and table descriptions are estimates based on examination of the database, not descriptions from the data sources.
2. PK, FK, and reference notes are descriptions of assumed data relationships, not database constraints.
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Tables:
card_rank | card values and ranks
card_suit | type of card and colors
games | game stats
inventory | how many games are in stock
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Table: card_rank

Columns (2)

Name	Type	Comments
1 rank	string	PK
2 value	tinyint	same as the number on the card unless it is a face card

Sample

rank	value
1 Ace	NULL
2 2	2
3 3	3

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Table: card_suit

Columns (2)

name	type	Comments
1 suit	string	PK
2 color	string	color of the cards/ red or black

Sample

suit	color
1 Clubs	Black
2 Diamonds	Red
3 Hearts	Red

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Table: games

Columns (8)

Name	Type	Comments
1 id	int	PK
2 name	string	name of the game
3 inventor	string	inventor of the game
4 year	string	year created/released
5 min_age	tinyint	minimum age a player
6 min_players	tinyint	minimum amount of players
7 max_players	tinyint	maximum amount of players
8 list_price	decimal(5,2)	retail price of the game

Sample

id	name	inventor	year	min_age	min_players	max_players	list_price
1 1	Monopoly	Elizabeth Magie	1903	8	2	6	19.99
2 2	Scrabble	Alfred Mosher Butts	1938	8	2	4	17.99
3 3	Clue	Anthony E. Pratt	1944	8	2	6	9.99

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Table: inventory

Columns (5)

Name	Type	Comments
1 shop	string	name of the shop
2 game	string	name of the game/ FK to the games table
3 qty	int	amount of games in stock
4 aisle	tinyint	what aisle the games are in in said store
5 price	decimal(5,2)	retail price

Sample

shop	game	qty	aisle	price
1 Dicey	Monopoly	7	3	17.99
2 Dicey	Clue	3	NULL	9.99
3 Board'Em	Monopoly	11	2	25.00