

Relational Schema

Members : (start)

Member (e-mail, pass, preferred_game_genre).

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, verified)

Development Team.e-mail references Member.

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

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 (topic_ID, theme, title, description,member_ID)

Topic.theme references 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, 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)