SUplay report

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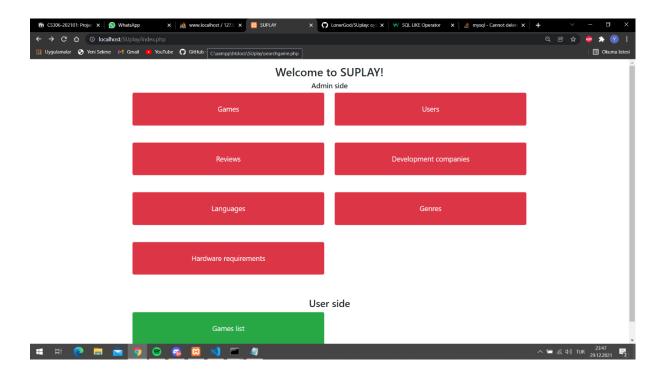
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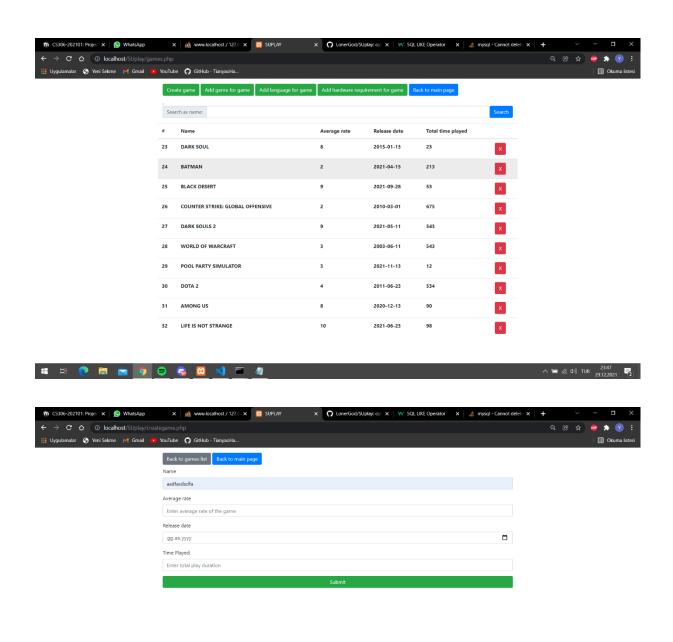
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In the beginning, with the aim to develop a game distribution platform that allows users to find, select and buy the games that they wish to play, and developers to add a game to the consumer community. In the proposal report and while writing create table statements, since we didn't have much experience and the capacity to perfectly estimate the precise connections between the content of our database, we had to change some of our statements. Later, in the next steps, we had many important additions. At the beginning, we were hoping to add the requirements of the game such as the disk space needed as an attribute to the game. After, with the feedback, we decided to create minimum hardware requirements as another table and added hardware id as a primary key. With this primary key, we are be able to refer minimum hardware requirement of a game in games. The required disk space of a game is also included here too. The user and user id conflicted in mySQL so we changed it's name to player and player id, respectively. Similarly, we changed the "has" tablet o owns, we also restructured the model and added the achievement_id here. With this change, it is easier to connect the achievements to players. In lectures, we used the date as a parameter named datetime. In our Project, we instead chose the variable type date. We changed the library entity with using plays and owns and instead showed the library of players in website using primary keys and plays entity. Since it would be more efficient, we added time played of a player to plays table. We also replaced the gamer entity with player. The nationality attribute of user (player) table was changed to region since it would be more neat. We also removed the tag attribute from game since it was too general to search for and since the genre would be adequate. Our group focused more on the player side of the database, since the updating the games frequently in our database wasn't essential, we removed the attribute named latest version from games. List of total number of players were also removed since our database is checking the owners of a game but not the currently playing users. Moreover, we removed an attribute where we save the player ids that owns the game. Since we separated the gamer and developer entities from user table, we removed the "ISA" hierarchy. In our current model, we have development companies and players as 2 separated entities. The new development company entity has 2 attributes referring to development company id which is a primary key and developer name. In terms of rating a game, since we didn't want a player to send multiple reviews for a game, we changed the rating system and used play_id as a primary key to the table. Players are now able to rate a game only once and other users are able to see them. We changed the structure of the rating system. Avg rate is also included to the games table. The game id in the language entity was changed with

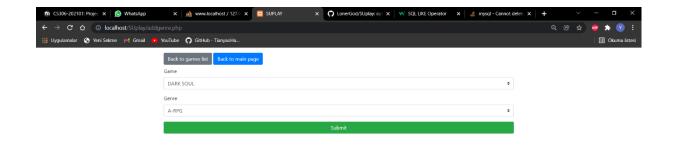
language_id instead. After the alterations, we also included many new entities such as achievements entity which has the attributes namely achievement_id and achievement_name. Another example would be our new review relation which has the attributes such as review id, review point which refers to the ratings of players on games, and review comment. After restructuring, we also added more attributes such as bought date and bought price in the plays relation. We were not able to include some of minor features that we mentioned at our first proposal to our website namely premium membership, discount, and buying a game by paying a currency (Users are still able to add games to their library without payment.). Lastly, we rechecked the delete on cascade statements, foreign keys and references, and updated some of them to in order to enhance the integrity of our database. Current state of our current database currently consists of 14 tables (Number of entities and relations combined) which can also be seen in detail in the sql file in our submission.

Index (primary key id) is automatically incremented for all.

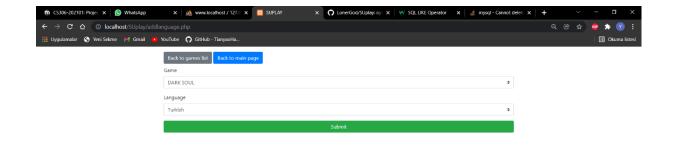


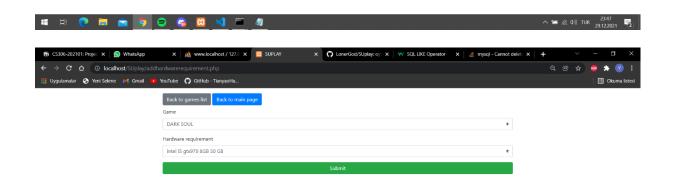




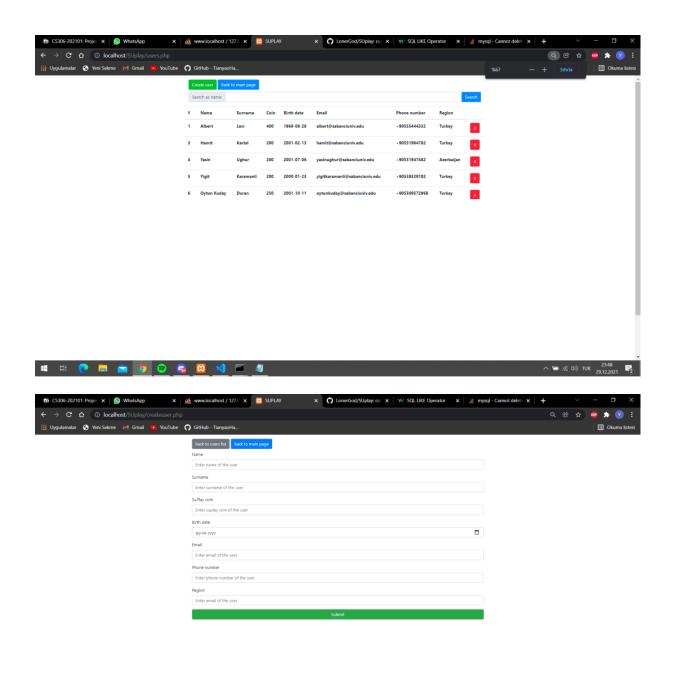






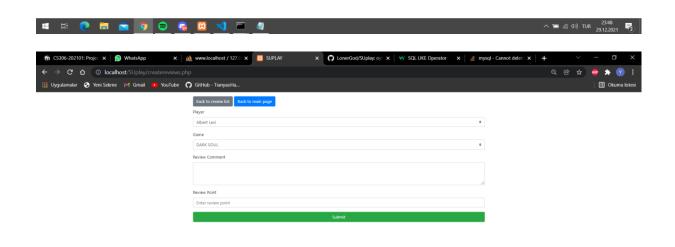




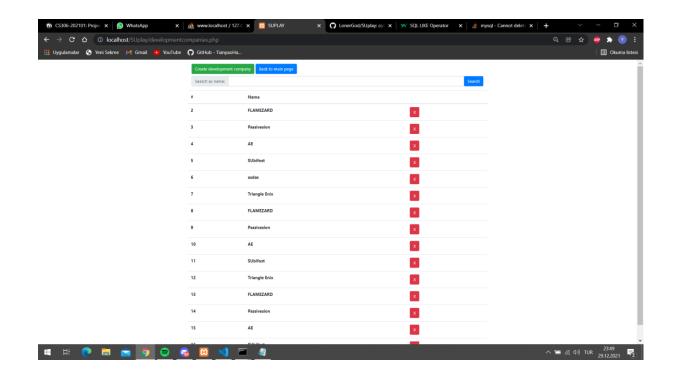


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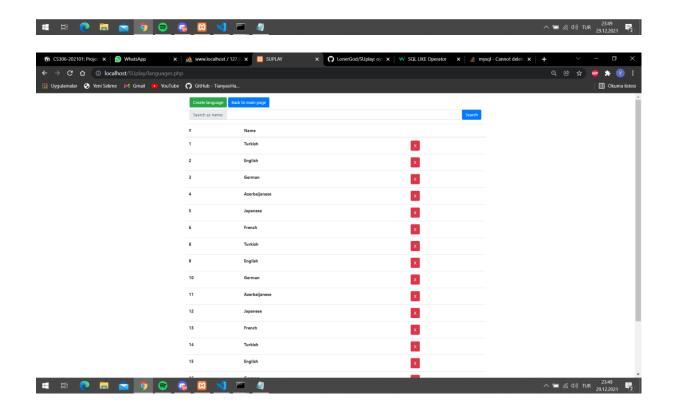




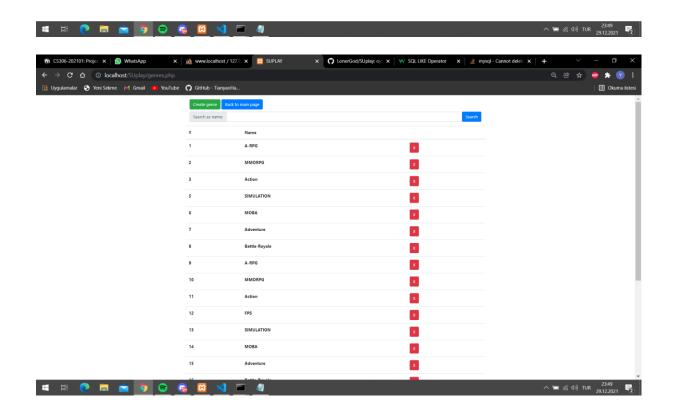




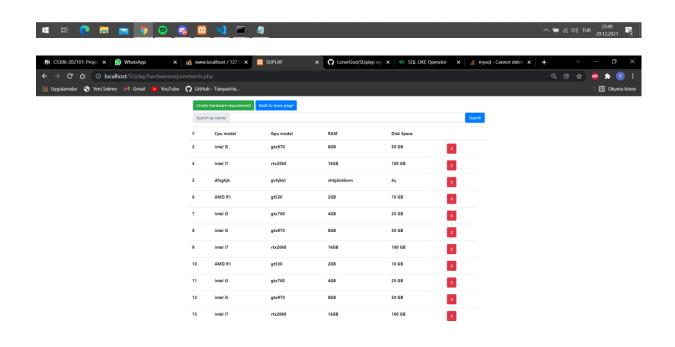












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