

Entity Dictionary:

<p>Entity: Account</p> <p>Description: Every customer creates one account to allow the Game Center to keep track of them.</p> <p>Attributes:</p> <p>Account ID, Integer, PKEY</p> <p>createAt, Datetime</p> <p>Email, VarChar(80)</p> <p>Password, VarChar(500)</p> <p>Note: Password is Hashed</p>
<p>Entity: Appliance</p> <p>Description: A specific type of Equipment that is used for the upkeep of the Family Center.</p> <p>Attributes:</p> <p>Utility, VarChar(80)</p> <p>Note: Is a subclass of Equipment</p>
<p>Entity: Beverages</p> <p>Description: A nice tasty beverage to go with a meal. Subclass to Meal</p> <p>Attributes:</p> <p>Caffeinated, BOOL</p>
<p>Entity: Bowling</p> <p>Description: A type of game where customers roll a large ball to knock down pins at the end of the lane. How many pins are hit overall determines a user's score.</p> <p>Attributes:</p> <p>Lane Number, Integer</p>
<p>Entity: Candy</p> <p>Description: A sweet tasting hard snack. One of the subclasses of prizes.</p> <p>Attributes:</p> <p>Flavor, VarChar(80)</p>
<p>Entity: Cashier</p> <p>Description: A type of employee who admits customers to the center and handles the monetary transactions.</p> <p>Attributes:</p> <p>Section, VarChar(80)</p>
<p>Entity: Customer</p>

Description: A user who comes to the family entertainment center to spend money on its amenities.

Attributes:

Contact compounds Email and Phone Number

Email, VarChar(80)

Phone Number, Integer

Customer ID, Integer, PKEY

Name, VarChar(80)

Entity: Desserts

Description: A delicacy normally after a meal. Sub class to meal.

Attributes:

Dairy Free, BOOL

Entity: Employee

Description: A user who works at the Family Center. They earn pay to provide services to the location.

Attributes:

Hours Worked, Integer

ID, Integer, PKEY

Pay Rate, Float

Phone Number, Integer

Entity: Entrees

Description: The main course, a subclass of meal which is purchased by the customer.

Attributes:

Vegetarian, BOOL

Entity: Entry Pass

Description: What a customer buys to access the family entertainment center.

Attributes:

Date Purchase, Datetime

Group Discount, Float

Party Size, Integer

Pass ID, Integer, PKEY

Price, Float

Note: Price is calculated from Party Size, a predefined rate, and the Group Discount.

Entity: Equipment

Description: Necessary items for the Family Center to run, used by employees.

Attributes:

Description, VarChar(500)
Inventory ID, Integer, PKEY
Name, VarChar(80)

Entity: Family Center
Description: The location housing all the amenities for the customer.
Employees are in charge.
Attributes:
Address compounds Street Name, Street Number, and Zip code
Street Name, VarChar(80)
Street Number, Integer
Zip code, Integer
Center ID, Integer, PKEY
Name, VarChar(80)

Entity: Game
Description: A type of activity at the center. A number of customers play games costing tickets.
Attributes:
Game Description, VarChar(500)
Game ID, Integer, PKEY

Entity: Game Equipment
Description: A specific type of Equipment that is used for the upkeep of the games.
Attributes:
Game Type, VarChar(500)
Note: Is a subclass of Equipment

Entity: Kitchen
Description: A specific type of Equipment that is used for the upkeep of the Kitchen.
Attributes:
Material Type, VarChar(80)
Washable, Boolean
Note: Is a subclass of Equipment

Entity: Kitchen Staff
Description: Kitchen Staff members are responsible for running the Kitchen.
Attributes:
Primary Duty, VarChar(200)
Secondary Duty, VarChar(200)

Entity: Laser Tag

Description: A type of game where customers try to shoot each other with laser guns. How many people are hit determines the user's score.

Attributes:

Arena Number, Integer

Entity: Meal

Description: Type of experience where customers can purchase food and drinks for consumption.

Attributes:

Price, Float

Receipt ID, Integer, PKEY

Note: Superclass of Entrees, Beverages, and Desserts.

Entity: Owner

Description: Type of employee who owns a specific franchise location of the Family Entertainment Center brand. This employee is responsible for running the center and the management of all other employees.

Attributes:

Store Number, Integer

Entity: Prize

Description: A tangible reward for the customer for doing well playing games.

Attributes:

Placement Tier, Integer

Prize ID, Integer, PKEY

Entity: Safety Officer

Description: A type of employee who is qualified to administer medical practice to others at the center.

Attributes:

EMT Experience, VarChar(500)

Entity: Stuffed Animal

Description: A nice, cuddly, bear filled with cotton stuffing. Subclass to Prize

Attributes:

Size, VarChar(80)

Entity: Ticket

Description: An entity customers buy to play games.

Attributes:

Expire Date, Datetime

Ticket CODE, Integer, PKEY

Relation Dictionary

Relationship: Buys Description: Customer buys tickets for games Cardinality: M Customer, Partial to N Ticket, Partial
Relationship: Create Description: Customer creates an Account to keep information stored with Family Entertainment Center Cardinality: N Customer, Partial to 1 Account, Partial
Relationship: Costs Description: Ticket purchased in exchange for games Cardinality: M Ticket, Partial to 1 Game, Partial
Relationship: Earns Description: Winning in games earns you prizes Cardinality: M Games, Partial to N Prizes, Total
Relationship: Employs Description: Family center employs employees to performs various tasks and duties Cardinality: M Family center, Partial to N Employees, Partial
Relationship: Has Description: Family centers contains several types of game Cardinality: 1 Family Center, Partial to N Game, Partial
Relationship: Orders Description: Customers orders meals with the option of dine-in or take out Cardinality: N Customer, Partial to 1 Meal, Partial
Relationship: Purchases Description: Customers buys entry pass for family entertainment center Cardinality: M Customer, Partial to N Entry Pass, Total

Relationship: Uses

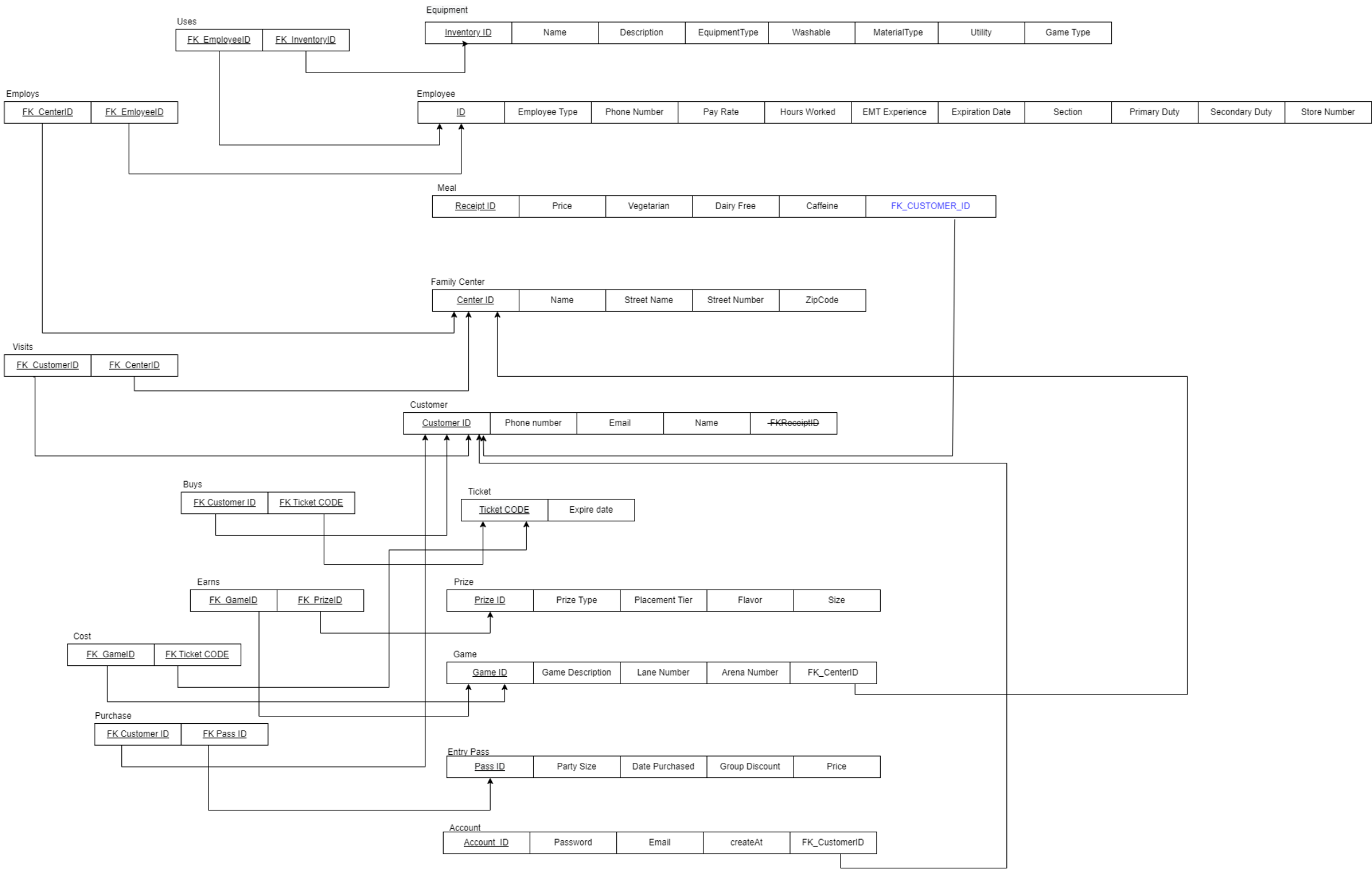
Description: Employee uses equipment throughout the Family Entertainment Center

Cardinality: M Employee, Partial to N Equipment, Partial

Relationship: Visits

Description: Customer visits family center for entertainment

Cardinality: M Customer, Partial to N Family Center, Partial



Schema Dictionary:

Name: Account
Description: ~~Every customer creates one account to allow the Game Center to keep track of them.~~
Attributes:
~~Account ID, Integer, PKEY~~
~~createAt, Datetime~~
~~Email, VarChar(80)~~
~~Password, VarChar(500)~~
~~FK_CustomerID, INT, references Customer~~
Note: Password is Hashed

Name: Buys
Description: Customer buys tickets for games
Attributes:
FK_Customer_ID, Integer, references Customer, [Part of PKEY](#)
FK_Ticket_CODE, Integer, references Ticket, [Part of PKEY](#)
[Note: The combine of FK_Customer_ID and FK_Ticket_Code is the primary of the Buys table](#)

Name: Costs
Description: Ticket purchased in exchange for games
Attributes:
FK_GameID, Integer, references Game, [Part of PKEY](#)
FK_Ticket_CODE, Integer, Integer, references Ticket, [Part of PKEY](#)
[Note: The combine of FK_GameID and FK_Ticket_Code is the primary of the Costs table](#)

Name: Customer
Description: A user who comes to the family entertainment center to spend money on its amenities.
Attributes:
Contact compounds Email and Phone Number
Customer ID, Integer, PKEY
Name, VarChar(80)
Phone Number, Integer
~~FK_RecepitID, INT, references Meal~~

Name: Earns
Description: [Customer will earn the prize if they win the game](#)
Attributes:

FK_GameID, Integer, references Game, [Part of PKEY](#)

FK_PrizeID, Integer, references Prize, [Part of PKEY](#)

[Note: The combination of FK_GameID and FK_PrizeID is the primary key of the Earns table](#)

Name: Employee

Description: A user who works at the Family Center. They earn pay to provide services to the location.

Attributes:

Employee Type, VarChar(80)

EMT Experience, VarChar(500)

Expiration Date, Datetime

Hours Worked, Integer

ID, Integer, PKEY

Pay Rate, Float

Phone Number, Integer

Primary Duty, VarChar(80)

Secondary Duty, VarChar(80)

Section, VarChar(80)

Store Number, rInteger

Name: Employs

Description: Family center employs employees to performs various tasks and duties

Attributes:

FK_CenterID, Integer, references Family Center, [Part of PKEY](#)

FK_EmployeeID, Integer, references Employee, [Part of PKEY](#)

[Note: The combination between FK_CenterID and EmployeeID is the primary key.](#)

Name: Entry Pass

Description: What a customer buys to access the family entertainment center.

Attributes:

Date Purchase, Datetime

Group Discount, Float

Party Size, Integer

Pass ID, Integer, PKEY

Price, Float

Note: Price is calculated from Party Size, a predefined rate, and the Group Discount.

Name: Equipment

Description: Necessary items for the Family Center to run, used by employees.

Attributes:

Description, VarChar(500)

EquipmentType, VarChar(80)

Game Type, VarChar(80)

Inventory ID, Integer, PKEY

MaterialType, VarChar(80)

Name, VarChar(80)

Utility, VarChar(80)

Washable, BOOL

Name: Family Center

Description: The location housing all the amenities for the customer.

Employees are in charge.

Attributes:

Address compounds Street Name, Street Number, and Zip code

Street Name, VarChar(80)

Street Number, Integer

Zip code, Integer

Center ID, Integer, PKEY

Name, VarChar(80)

Name: Game

Description: A type of activity at the center. A number of customers play games costing tickets.

Attributes:

Arena Number, Integer

FK_CenterID, Integer, references Family Center

Game Description, VarChar(500)

Game ID, Integer, PKEY

Lane Number, Integer

Name: Meal

Description: Type of experience where customers can purchase food and drinks for consumption.

Attributes:

Caffeine, BOOL

Dairy Free, BOOL

Price, Float

Receipt ID, Integer, PKEY

Vegetarian, BOOL

FK_CUSTOMER_ID, Integer, references customer

Note: Superclass of Entrees, Beverages, and Desserts.

Name: Prize

Description: A tangible reward for the customer for doing well playing games.

Attributes:

Flavor, VarChar(80)

Placement Tier, Integer

Prize ID, Integer, PKEY

Prize Type, VarChar(80)

Size, Integer

Name: Purchases

Description: Customers buys entry pass for family entertainment center

Attributes:

FK_CustomerID, Integer, references Customer, [Part of PKEY](#)

FK_PassID, Integer, references Entry Pass, [Part of PKEY](#)

[Note: The combination of the FK_CustomerID and FK_PassID is the primary key of the Purchases table.](#)

Name: Ticket

Description: An entity customers buy to play games.

Attributes:

Expire Date, Datetime

Ticket CODE, Integer, PKEY

Name: Visits

Description: Customer visits family center for entertainment

Attributes:

FK_CenterID, Integer, references Family Center, [Part of PKEY](#)

FK_CustomerID, Integer, references Customer, [Part of PKEY](#)

[Note: The combination of the FK_CenterID and FK_CustomerID is the primary key of the Visits table.](#)

Name: Uses

Description: Employee uses equipment throughout the Family Entertainment Center

Attributes:

FK_EmployeeID, Integer, references Employee, [Part of PKEY](#)

FK_InventoryID, Integer, references Inventory, [Part of PKEY](#)

[Note: The combination of the FK_EmployeeID and FK_InventoryID is the primary key of the Uses table.](#)