**Final Project 8**

**Description:**

My database is very straight to the point. Has everything a basic database for a game company would have/ need at the start. It has a game company table that has a primary key for all the projects in the database. An employee type table that has an employee type primary key and two columns of the employee type name and description. A pay type table that has a pay ID primary key and two columns of how much the pay is and the descript of what type of pay it is. Then there’s an employee table that has an employee ID as a primary key, pay ID, employee type id as foreign keys, and two columns for first and last name of the employees. There is also an inventory table that has an inventory ID as a primary key and two columns with the price and quantity. A state table with a state ID as primary key and a column of what type of state. Finally there is project table that has a project ID as a primary key, inventory ID, state ID as foreign keys and two columns with the names of the projects and their release date.