# Databases - Lab 1

**Sep Vrij - (6663729)**
**Richard Peach - (7511094)**

## Step 1 - Description of the domain

For our description of the domain we chose to model an information system that keeps track of a video game collection that allows users to discuss games. Something similar to iMDB but then for games. It'll also include information about platforms, genres, release dates, developers, and publishers. Our system will also follow the following constraints:

- Every game has at least one publisher and a date of publication. A published game has a unique identifier, name, description, consoles it can be played on and a list of developers that worked on the game.

- A game can have several DLC (Downloadable Content), this includes an identifier for the DLC, a relation to the game, name, description, release date and price.

- A game always has at least one genre to describe the type of game, this includes a genre identifier, name, and description.

- A game always has one publisher, a publisher has a unique identifier, name and list of developers and games.

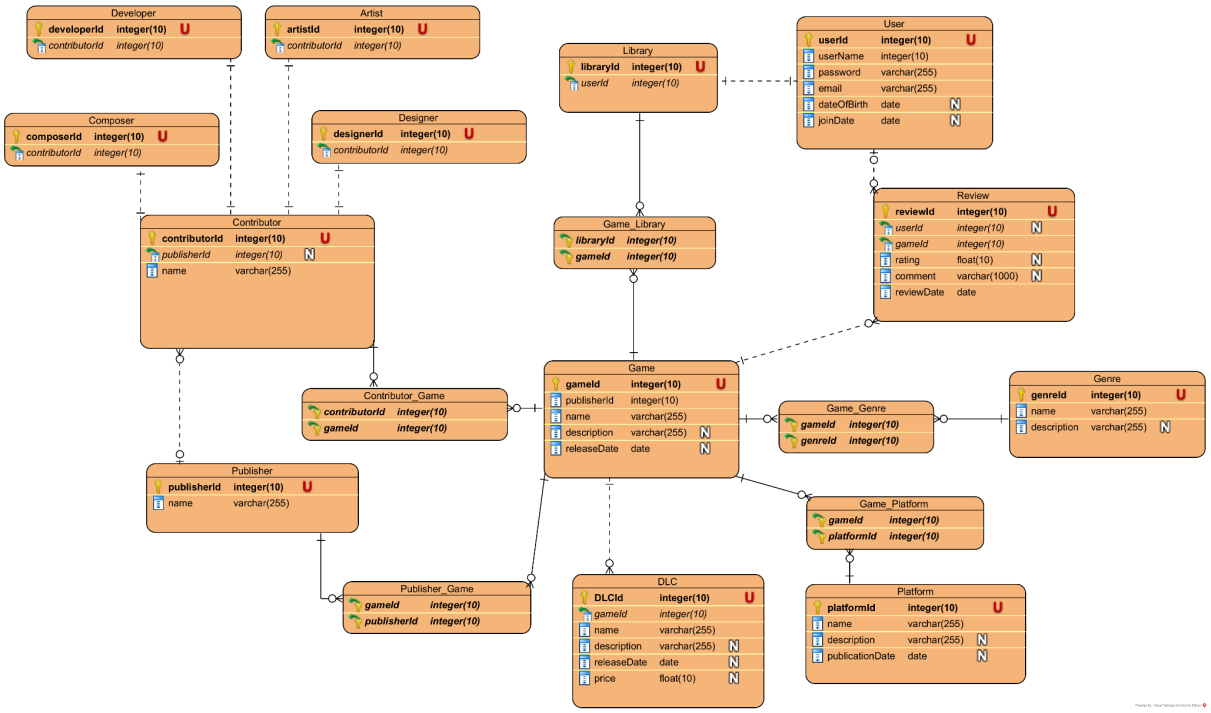
- A game always has at least one contributor, a contributor has a unique identifier, name and a relation to the company he/she works for. A contributor has 4 subtypes, namely developer, composer, artist and designer.

- A console/platform has a unique identifier, name, company, date of publication and list of games.

- A user can review games, a user will have a unique identifier, username, email, password, date of birth and join date.

- A user has a library with games, this keeps track of what games are owned by the user, allowing a personal catalog. This library has a unique id, a link to the user and a list of games.

# Step 2 - ER Model




The subclasses Developer, Artist, Composer and Designer inherit from the superclass Contributor.

We used this tool for creating nice tables:
https://www.visual-paradigm.com/

We also used their guide for ISA:
https://www.visual-paradigm.com/support/documents/...