**Project Participants:**

Tom Nuse

**Title:**

Game Database

**Executive Summary:**

The purpose of this program is to create a schema of video games, including tables with the Game information, their developers, genres, and descriptions. This will be used to create, retrieve, update, and delete games. Users will also be able to create and update genres, as well as create developers, and descriptions

**Initial Features:**

List of Features/Endpoints for a Library API:

* Entities will be game, genre, developer, and update, along with a game\_genre join table.
* Login, and use system
* User will be able to perform all CRUD operations for a game
* User will be able to Create a developer (many-to-one with game table)
* User will be able to Create and Update a genre (many-to-many with game table)
* User will be able to Create a description (one-to-one w/ game table)

**Stretch Goals (to be completed if time allows, or after graduation):**

* User will be able to perform all CRUD operations for an update
* Update game table to include release date, cost, and d/load link
* Add update table to add update versions
  + User will be able to Create an update (many-to-one with game table)
* Add a rating table contributor\_handle, rating\_score, and notes, using game\_id as the FK
  + Able to create and update ratings
* Add a contributor table with contributor\_id, first\_name, last\_name, contributor\_handle, and email (then restructure rating table using contributor\_id as a FK)
  + Able to create and delete contributors