Fun Database Overview
Hoang Trung Nghia
2021-Sep-25
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Database: fun

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Notes:
1.
Column and table descriptions are estimates based on examination of the
tables, not descriptions from the data sources.
2.
Column descriptions of PK, FK, and references are descriptions of assumed
relationships between tables, not database constraints.

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Tables:

	card_rank	Cards rank & Value
	card_suit	suit & color
	games	Games & their details
	inventory	Shops with games and their quantity

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Tables: card_rank

Columns

	Name	Type	Comments
1	rank	string	Can not be PK, PK should be number and not semantic
2	value	tinyint	Nullable

Sample

	rank	value
1	Ace	NULL
2	2	2
3	3	3
4	4	4

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Table: card_suit

Columns

	Name	Type	Comments
1	suit	string	
2	color	string	

Sample

	suit	color
1	Clubs	Black
2	Diamonds	Red
3	Hearts	Red
4	Spades	Black

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Table: games

Columns

	Name	Type	Comments
1	id	int	PK*
2	name	string	Name of the game

3	inventor	string	Game Author/Creator
4	year	string	Should be four-digit year and number type
5	min_age	tinyint	
6	min_players	tinyint	
7	max_players	tinyint	
8	list_price	decimal(5,2)	(?? USD ??)

Sample

	id	name	inventor	year	min_age	min_players	max_players	list_price
1	1	Monopoly	Elizabeth Magie	1903	8	2	6	19.99
2	2	Scrabble	Alfred Mosher Butts	1938	8	2	4	17.99
3	3	Clue	Anthony E. Pratt	1944	8	2	6	9.99
4	4	Candy	Land Eleanor Abbott	1948	3	2	4	7.99
5	5	Risk	Albert Lamorisse	1957	10	2	5	29.99

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Table: inventory

Columns

	Name	Type	Comments
1	shop	string	Can not be PK because 1 shop can have many games
2	game	string	references to column games.name
3	qty	int	Can be used with price to calculate sale total as: price * qty (quantity)
4	aisle	tinyint	Nullable
5	price	decimal(5,2)	(?? USD ??), Nullable, references to column games.list_price

Sample

	shop	game	qty	aisle	price
1	Dicey	Monopoly	7	3	17.99
2	Dicey	Clue	3	NULL	9.99
3	Board'Em	Monopoly	11	2	25.00
4	Board 'Em	Candy Land	4	2	NULL
5	Board 'Em	Risk	3	1	35.00

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