Database Overview

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.

Tables

card_rank	rank and its value of cards
card_suit	colors of different card suits

games	games info
inventory	inventory of games

Table: card_rank

- Columns

1	rank	string	PK*
2	value	tinyint	same as rank if rank is a number otherwise is NULL

- Sample

	rank	value
1	Ace	NULL
2	2	2
3	3	3

Table: card_suit

- Columns

1	suit	string	PK*
2	color	string	RED or BLACK

- Sample

	suit	**color**
1	Clubs	Black
2	Diamonds	Red
3	Hearts	Red

Table: games

- Columns

1	id	int	PK*

2	name	string	** Relates to inventory.game
3	inventor	string	** Relates to inventory.name
4	year	string	
5	min_age	tinyint	
6	min_players	tinyint	
7	max_players	tinyint	
8	list_price	decimal(5,2)	** Relates to inventory.price

- 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

Table: inventory

- Columns

1	shop	string	name of the shop
2	game	string	name of the game
3	qty	int	quantity of game
4	aisle	tinyint	
5	price	decimal(5,2)	a game may have different price in different shop

- 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