**Game Database – UNIVERSITY OF SAN BERNARDINO GAME RENTAL SERVICES**

**Overview:**

The California State University of San Bernardino, Game Rental Division seeks to provide new type of service to its residents and students that attend the university. They intend to provide a video gaming rental service to all members of the University and wish to keep track of all titles available to them. They believe that this will generate over $250,000 annually and have employed us to create a database to help them keep track of games that have been donated to them.

**Basic Operations:**

1. All intended donations are to be received each academic quarter which include Fall, Winter, Spring. They are to collect a lumpsum of video game titles and store them for processing at the University library. Once collected, they are to be processed by staff, and are required to record specific information from the collected titles.
2. The director of the Game Rentals Division intends to thank every person who donates their unused products by hosting quarterly barbeques to entice others to donate, and continued donations. A short and formal survey will be taken by all donators to gain a better understanding what they think of the services, and way to improve. Those who use the service will also take a survey too with the same methodology.
3. All games have been categorized as a type of inventory that is available. We start with the inventory that is available, name of the title, monetary value of the rental, the console type that has been attached to the game, the average rating of people who play the game, detailed information about the selected title, and comments that the warehouse would like to add.
4. All donations are currently acceptable; the only speculations that the division requires from its donors are that the game still works and is a relevant title. They request that the titles are from years: 1999 – 2019. Anything before this time will be considered trash. They are also accepting multiple copies of the same service.
5. They are currently in the works with Steam, Origin and other online services to have the availability to rent game titles through the school’s network. The details of the service will enable a future proof plan for the department and will provide a more efficient way to keep track of “digital copies”

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**Information Needs:**

We are currently working with the library staff to create a workspace and storage availability in the basement of the University. All titles that have been donated to the school, are warehoused on the East side of the campus in a Facilities warehouse. We are looking to gather all products in a centralized location and begin working on collecting all game titles and to store them on an excel sheet. They will be categorized by the following: ID number generated, name of title, monetary value of the game, console that it’s associated with, rating based on ESRB, and any comments. This includes damage. The intention is to also use the internet to fill in required information to items we are unable to identify. The division has requested that we do not include any more information on the database, to keep the inventory list relatively simple.

**Social Network:**

The Game Division has been working diligently to implement a social networking structure to be added to the database. Such ideas include Access Codes, Facebook/Instagram social media pages,

