University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 17

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

Project Description

The domain that we're going to model is video games. We will focus on video game information from a marketing perspective and sales data.

Database Specification

This database will focus on games, including ratings, awards, sales data, and other general information about games. There will be purchase records of each game that highlights the original price and discount rate, and game characteristics stored in the database. Such data will assist firms that intend to invest in the video game industry in making business decisions, and help developers review previously published editions to make further improvements.

We intend to provide three classes of users of the system: employees, investment firms, and game developers. Employees will be able to access and update data in the entire database. Investment firms will be able to access all data except customer private information. Developers have access to data concerning their games and the customers who purchased them.

Description of the Application Platform

This project will use the CPSC department's Oracle database system and PHP. We do not anticipate using any special software or hardware.

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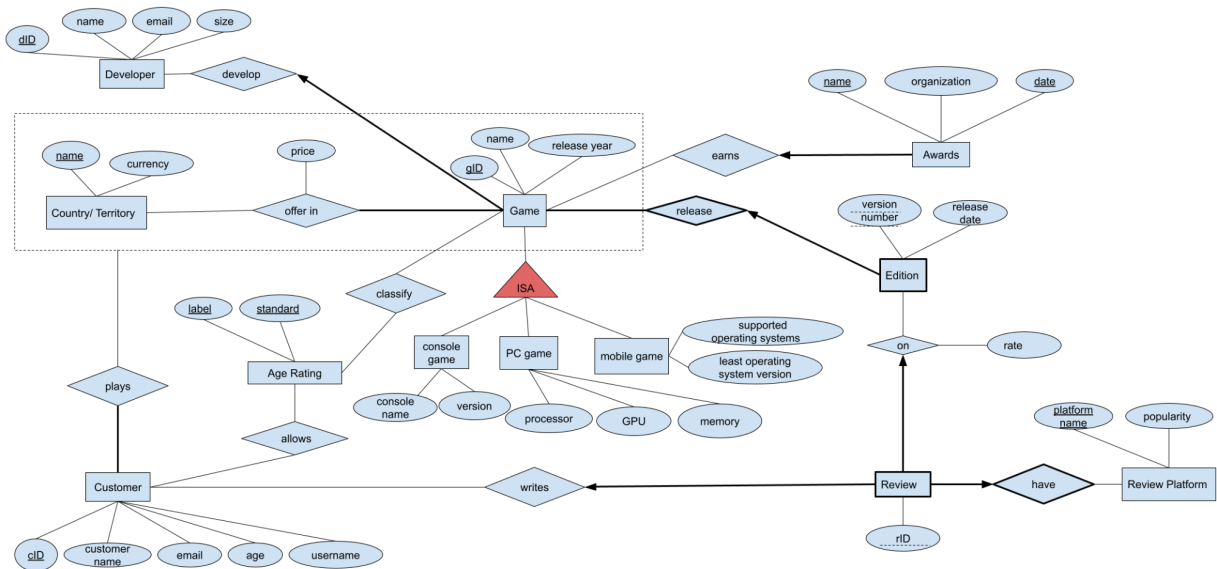## Department of Computer Science

ER Diagram

Figure 1. ER Diagram

Other Comments

The following list illustrates the assumptions and constraints of the application.

1. In this application, each game is developed by exactly one developer or developer team.

2. There is at least one edition for each game (upon the initial release).

3. The attribute label in the *Age Rating* entity serves as a content descriptor to guide consumers about the appropriate age group for which a game is suitable. Each standard contains several distinct labels. This application will by default include 4 standards: ESRB (United States and Canada), PEGI (Europe), CERO (Japan), and ACB (Australia); and more can be added to the database as required in the future.