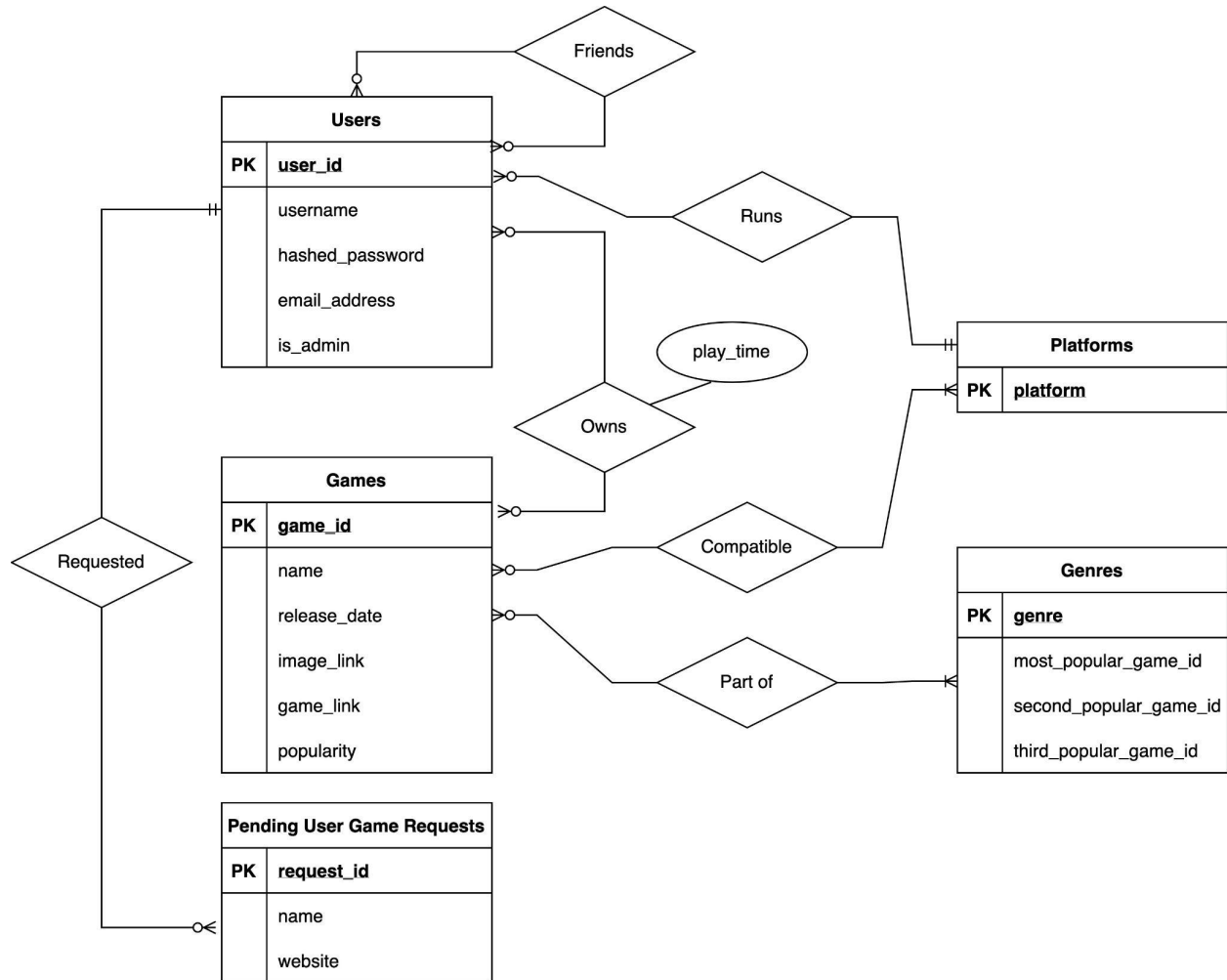


## Project Track 1 Stage 2

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### ER Diagram:



### Logical Design (Relational Schema):

```
Users(  
  user_id:INT [PK],  
  username:VARCHAR(255),  
  hashed_password:VARCHAR(255),  
  email_address:VARCHAR(255),
```

```

        platform:VARCHAR(255) [FK to Platform.platform]
        is_admin: BOOLEAN
    )

Games(
    game_id:INT [PK],
    name:VARCHAR(255),
    genre:VARCHAR(255),
    release_date:DATE,
    image_link:VARCHAR(255),
    game_link:VARCHAR(255),
    popularity: REAL
)

Genres(
    genre:VARCHAR(255) [PK],
    most_popular_game_id:VARCHAR(255) [FK to Games.game_id],
    second_popular_game_id:VARCHAR(255) [FK to Games.game_id],
    third_popular_game_id:VARCHAR(255) [FK to Games.game_id]
)

User_Owns_Games(
    user_id:INT [PK] [FK to Users.user_id],
    game_id:INT [PK] [FK to Games.game_id],
    play_time:INT
)

Platforms(
    platform:VARCHAR(255) [PK]
)

Pending_User_Game_Requests(
    request_id:INT [PK],
    user_id:INT [FK to Users.user_id],
    name:VARCHAR(255),
    website:VARCHAR(255)
)

Genre_Games(
    game_id:INT [PK, FK to Games.game_id],

```

```

        genre:VARCHAR(255) [PK, FK to Genres.genre]
    )

Game_Compatibility(
    game_id:INT [PK, FK to Games.game_id],
    platform:VARCHAR(255) [PK, FK to Platforms.platform]
)

User_Friends(
    user_id_one:INT [PK, FK to Users.user_id],
    user_id_two:INT [PK, FK to Users.user_id]
)

```

### **Explanations for entity relationships:**

#### **Users:**

- A user can have 0 to many friends with other users.
- A user will have 1 mandatory platform.
- A user can request 0 to many different games.
- A user can own 0 to many different games.

#### **Games:**

- A game can be compatible with 1 to many unique platforms.
- A game can be owned by 0 to many unique users.
- A game can be part of 1 to many genres.

#### **Platforms:**

- A platform can be run by 0 to many users.
- A platform can have 0 to many games that are compatible with it.

#### **Genres:**

- 0 to many games can be in a genre.

#### **Pending User Games Requests:**

- A game must be requested by 1 user.

### **Fixes from the previous stage:**

Recommendations for games will take into account a game's popularity (see the "popularity" attribute in the Games table), and this popularity value comes from the

Steam Game Dataset which has a “recommendation count” attribute.

---



**games-features.csv**

[Request more info](#)

	agecount ▾	#	recommendationcount ▾	#
1	1		68991	
2	1		2439	