

## ASSINGMENT 2

GAME (GameID, Title, Description, Year\_Published, CategoryID, TypeID, CompanyID, FormatID)

CATEGORY (CategoryID, Category)

TYPE (TypeID, Type)

GAME\_MODE (GameID, ModelID)

MODE (ModelID, Mode)

GAME\_CREATOR (GameID, CreatorID)

CREATOR (CreatorID, Creator)

COMPANY (CompanyID, Company)

FORMAT (FormatID, Format)

