University Football Game Database System

Description:

In the University Football Game Database System, we define 5 entities, namely player, coach, university, game, city, and the relationship between the entities. The purpose of this database system is to provide information about players, coaches, universities, and the game between universities and game locations.

The attributes of players, coaches, universities, games, cities could be summarized as following:
1. player: player_id, player_name
2. coach: coach_id, coach_name, coach_address_id
3. university: university_id, university_name
4. game: game_id, game_date, game_result, home_id, guest_id
5. address: address_id, number, street, city, state, zip

The relation between entities could be summarized as following:
1. A certain student plays for a certain university, and one university has multiple players.
2. A certain coach coaches a certain university, and one university has only one coach.
3. A game has two universities and opponents, with one home and one guest.
4. A university has a unique address.
5. A player lives at a certain address, and we assume different players live at different addresses.
6. A coach lives at a certain address, and we assume different coaches live at different addresses.
7. A game is held at an address, and one address can hold multiple games.

The E/R diagram, schemas, relations, and the non-trivial FD will be provided in separate files.