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Ofnir App Business Rules and Constraints

Primary Keys

- A PLAYER's primary key shall be ALIAS
- A TEAM's primary key shall be NAME
- A SPONSOR's primary key shall be NAME

Data Constraints

Please consult the following tables for each entity's data constraints

PLAYER ATTRIBUTE	DATA TYPE
<u>ALIAS</u>	STRING
STREAMING SITE	STRING
SOCIAL MEDIA	STRING
HOMETOWN	STRING
FIRST NAME	STRING
LAST NAME	STRING
WINS	INT
LOSSES	INT
TIES	INT
TEAM	FOREIGN KEY (TEAM NAME)
PRIOR TEAMS	DERIVED FOREIGN KEY

TEAM ATTRIBUTE	DATA TYPE
<u>NAME</u>	STRING
LOCATION	STRING
TITLES	STRING
WINS	INT
LOSSES	INT
TIES	INT
PLAYERS	FOREIGN KEY (PLAYER NAME)
PRIOR PLAYERS	FOREIGN KEY (PLAYER NAME)

SPONSOR ATTRIBUTE	DATA TYPE
<u>NAME</u>	STRING
TEAMS	FOREIGN KEY (TEAM NAME)
PLAYERS	FOREIGN KEY (PLAYER ALIAS)

BUSINESS RULES

- A PLAYER may only play for 1 TEAM at a time
- If a PLAYER is removed from a TEAM, they shall be added to the PRIOR PLAYERS column
- If a TEAM is removed, its PLAYERS will have their team column set to NULL
- A PLAYER may have multiple STREAMING SITES
- A PLAYER may have multiple SOCIAL MEDIA
- A PLAYER may only have 1 HOMETOWN
- A PLAYER or TEAM's WINS, LOSSES, and TIES cannot be negative
- A PLAYER or TEAM may have multiple sponsors
- A SPONSOR may have multiple PLAYERS and TEAMS it is sponsoring
- A TEAM's TITLES cannot be negative