

# **Proposal for database management system**

**Project name : Fifa database management system**

## **Submitted by:**

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## Tables

Table 1 :cloud hosting plan

Table 2: collaboration plan

Table 3: project schedule

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## **Introduction**

"FIFA game database system" is a database system for FIFA video game and its users. This video game features football players from different countries and clubs around the world and lets gamers to build their squads with these players. As stated earlier, there are thousands of players in the game. Each player has their ratings on different attributes, skill moves, special traits, celebration styles and many other pieces of information. Even sometimes a players get special edition cards with different traits. To build the squads the gamers pick the players for their squads based on this information. If A gamer wants to have a player in his squad he needs to buy the card of the specific player from the in game market or obtain the card by playing some in-game events. However He can not test or compare the player's skills or traits before doing so. This database will allow the gamers to see, search, test and compare the players' skills and other informations in the web. Additionally this will also helps the gamers to save their squads in the database to share with other gamers. In this system, the players' information will be inserted and updated by the admin. Only the admin will have the power to edit the data. The users or gamers can see these information and use this to compare players and build squads.

## **About Fifa game database management system**

This software application or web based technology will enable management and deliver of content and resources to gamers of fifa.

This database management system will be operated and controlled by the admin who will provide all the information of the in game players and other content for the users or the gamers . This database management system will provide the users with the ability to use interactive features such as viewing detailed information of in-game players, comparing the abilities of players, creating squads and drafting them. It also provide some premium features for its paid customers.

Repository link: <https://github.com/Al-Sadman/Fifa-management-system>

## **Purpose and benefits of fifa management system**

The main objective of this database management system is to improve and enhance the in-game experience of the gamers. A gamer will have a better experience in his game using this database management system. He will be able to have more information about the in game content using this website.

The game company will also be beneficial from this website. They can include and update the in-game information about players on websites for their gamers.

## **Benefits of FIFA database management system:**

- 1. Users can see in game players' information without entering game**
- 2. User can compare the player abilities before adding the player in his main squad**

3. User can build and draft a squad so that he can have an idea of how the in game squad will be.
4. By using this website user can have in game content information anytime, any where.
5. It will be very easy for the game company to deliver their product and contents to the users.
6. This management system also will save time for the gamers and help them to have better game experience.
7. By this website users will also be able to share their game contents towards other users.

### **FIFA database management system features:**

1. Managing users and in game contents.
2. Storing ,inserting and updating the detailed informations about all players in the game.
3. To let users to register and log into the website and save their information.
4. To let users to compare in game players skills and traits among them.
5. To let users to search players based on different information.
6. To let users to build and draft squads in the database system.

## **User story**

### **Use case 1:**

The admin can

1. View users information
2. Insert all the information of the in game players.
3. Delete or update all the information of the in game players.

### **Use case 2:**

The users can

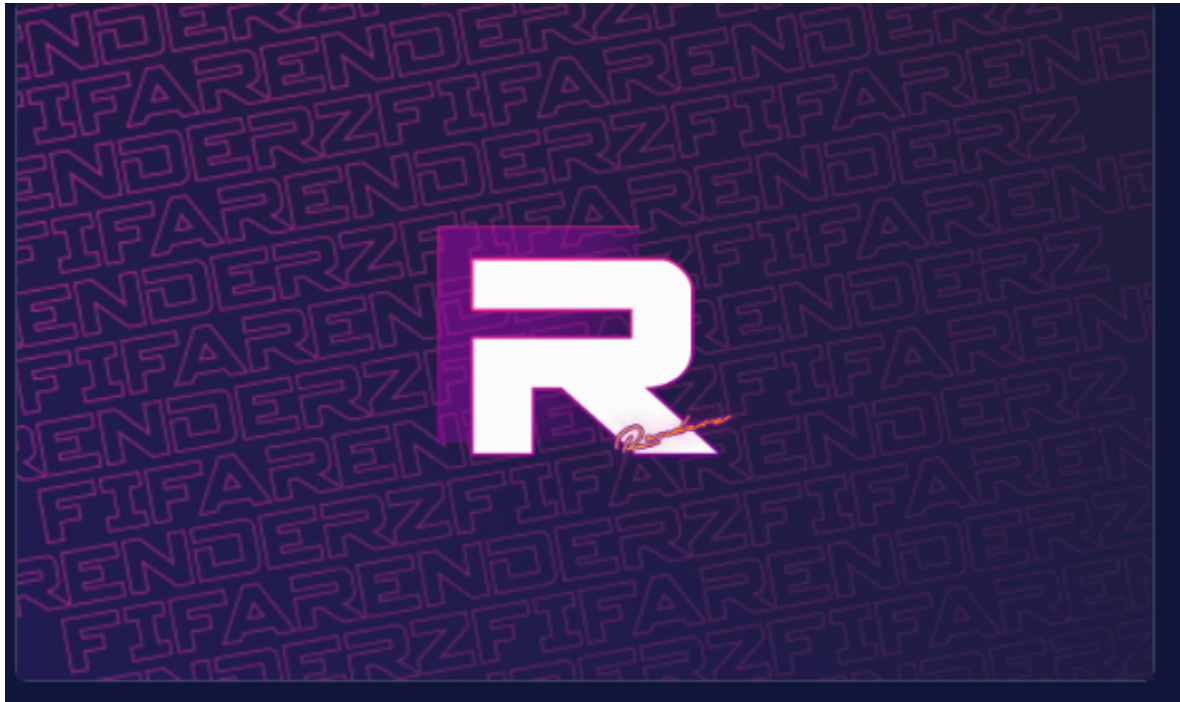
1. Register and log into the website
2. See information of all the players
3. Search the players based on different given information
4. Compare the abilities of players
5. Build and save squads in the database

## **Limitation of the database management system**

1. This website is mainly for the fifa gamers. So it tend to meet the need of the users more than the game company.
2. It will not be able to give the in game experience to the users.

3. Users do not have the ability to comment or communicate with other users in this website.
4. There are no other special features for the users other than the in game contents.

### Example of other Fifa database system



**FUTHEAD**  
FIFA COMMUNITY

## **Architecture:**

The database will be sent insert, update and delete requests from the frontend by the users and also the admins. And, the mysql database will be responsible for showing the outputs and the player cards in the frontend later on.

## **Front end plan**

1. Home page
2. Login page
3. Adding players page
4. Updating players page
5. Users info page
6. Compare page
7. Build squads page
8. Draft page
9. Players search page

## **Back end development**

1. Account creating
  - a. Registration
  - b. Sign up using email
  - c. Log in using password
2. Profile management
  - a. User profile
  - b. Admin profile
3. Player information inserting
  - a. Adding new players
  - b. Updating player information
4. Searching
  - a. Based on different information
5. Squad building
  - a. Building squad
  - b. Saving squads
6. Player comparing

## **Tools and technologies**

1. Database: my sql
2. Protocol: http
3. Sms API
4. Cloud provider local host

5. PHP

## **Advantages**

1. This website can be accessed from anywhere and anytime
2. Admin can insert and update the information
3. The search for the players is easier and based on multiple information
4. An user can use all the contents of this website
5. This management system also will save time for the gamers and help them to have better game experience.
6. It will be very easy for the game company to deliver their product and contents to the users.

## **Hosting plan**

There are several free hosting services available for next.js frontend frameworks. Netlify and vercel provide free tier hosting plans for minimal user interactions. So, at the beginning of the project, we plan to host it using one of these free services.

## **Collaboration plan**

The process of developing the site on the localhost is ongoing.  
In the next step, there will be QA testing and possible feature updates.

## **Project schedule**

Planning 1 weeks

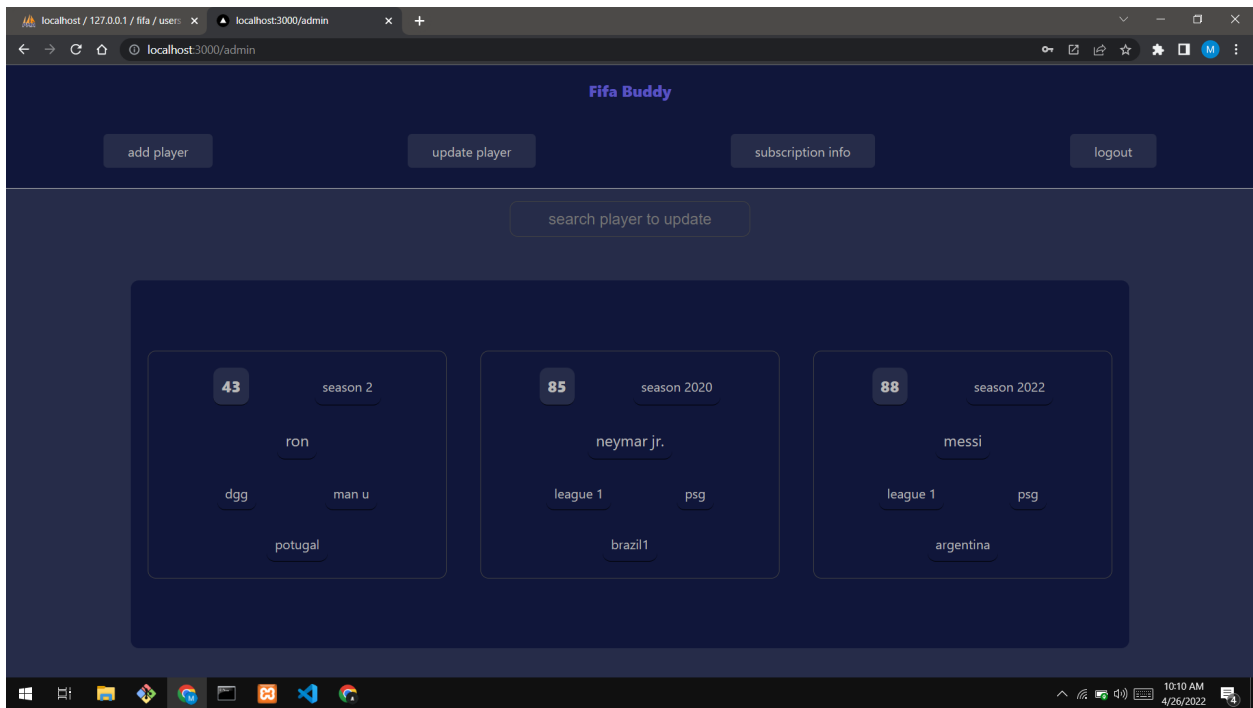
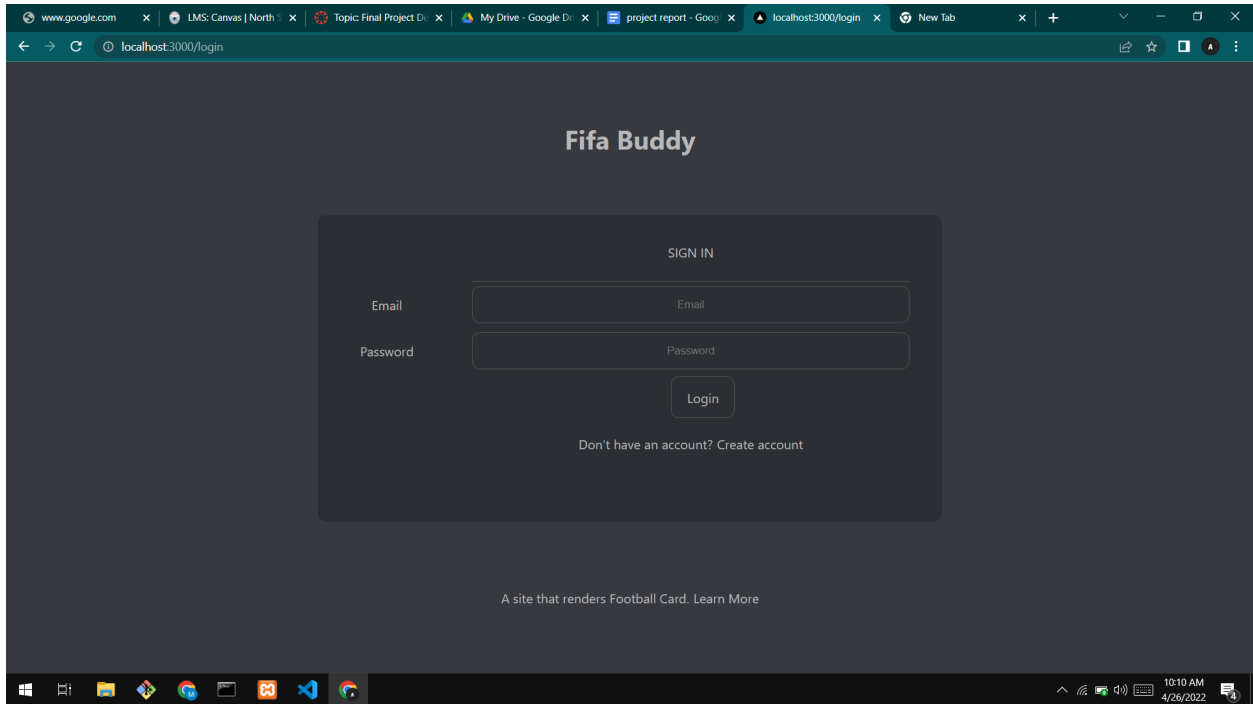
Front end 3 weeks

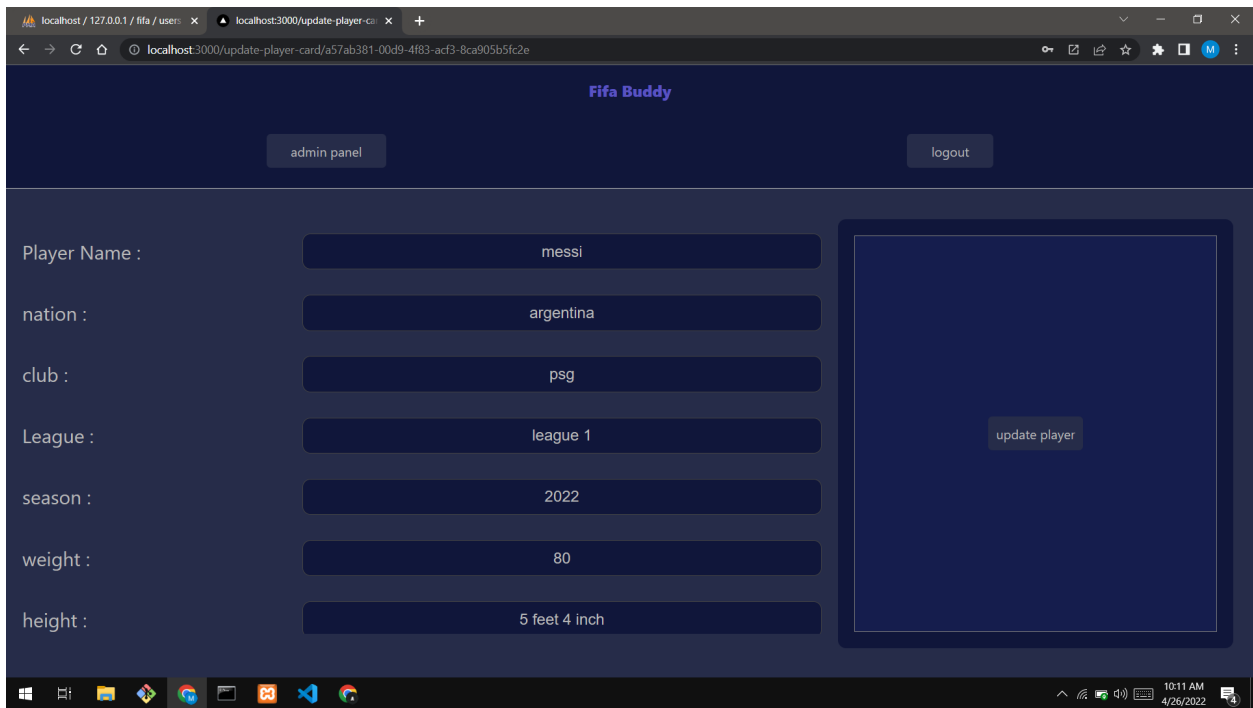
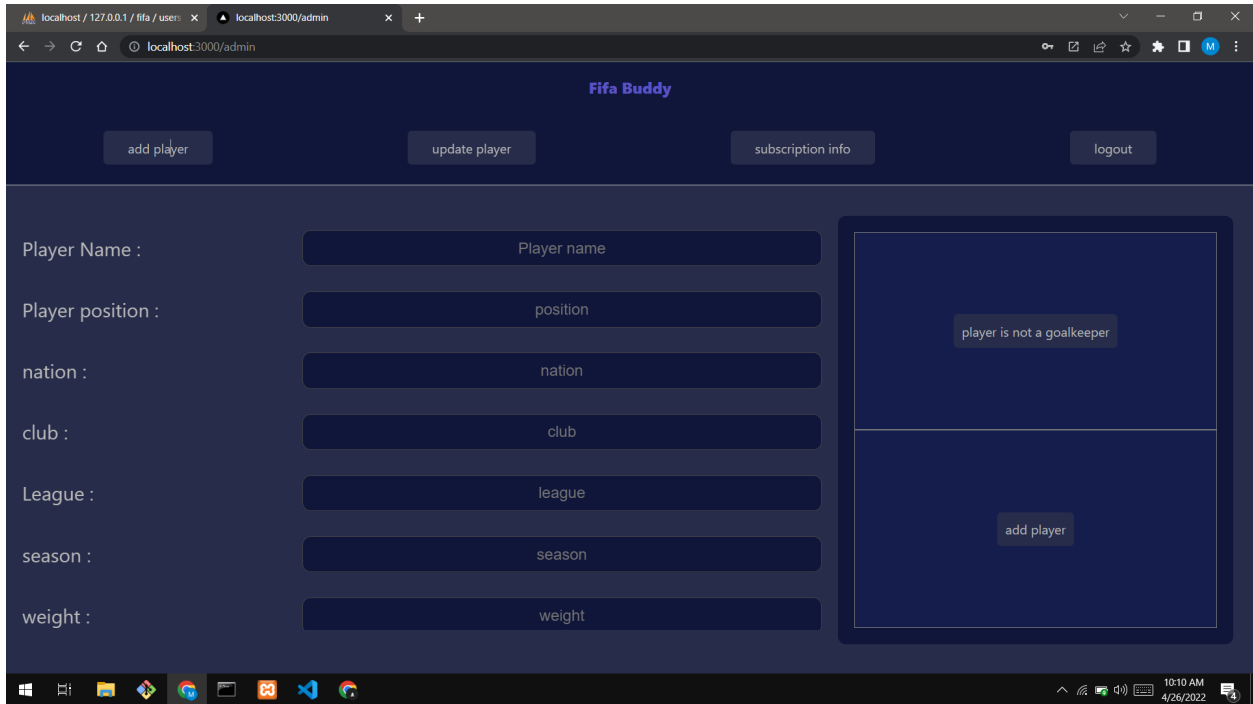
Back end 2 weeks

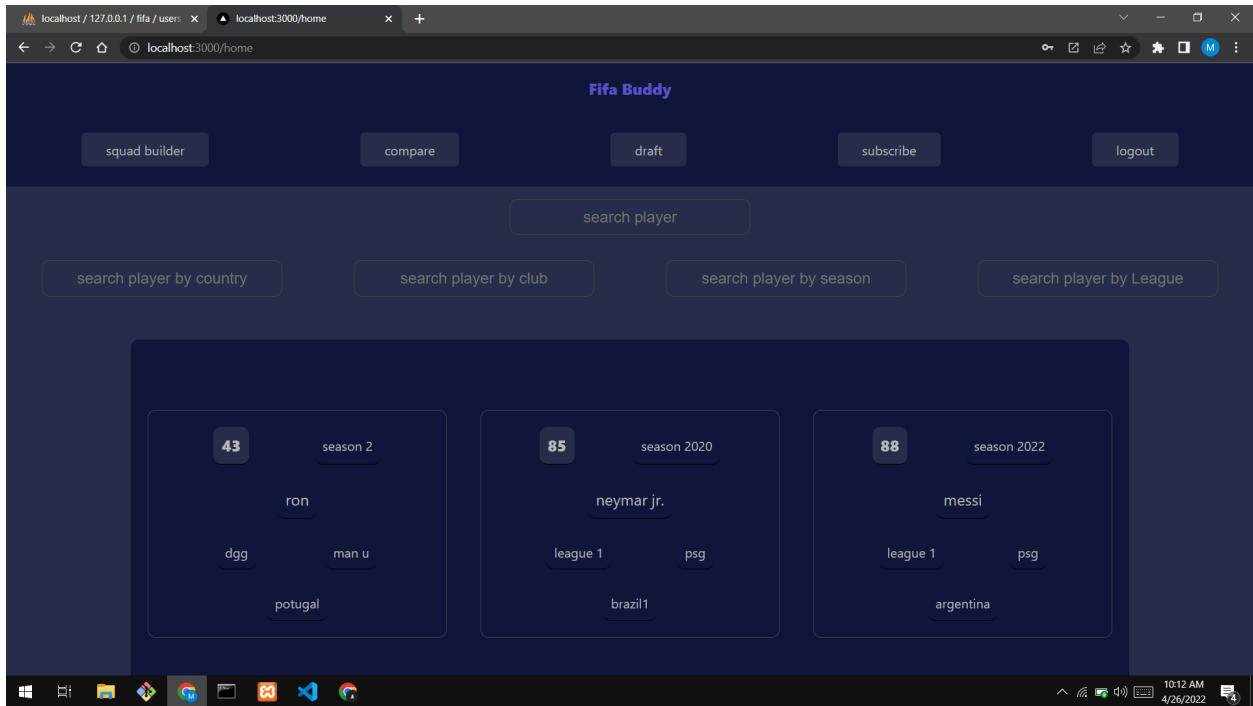
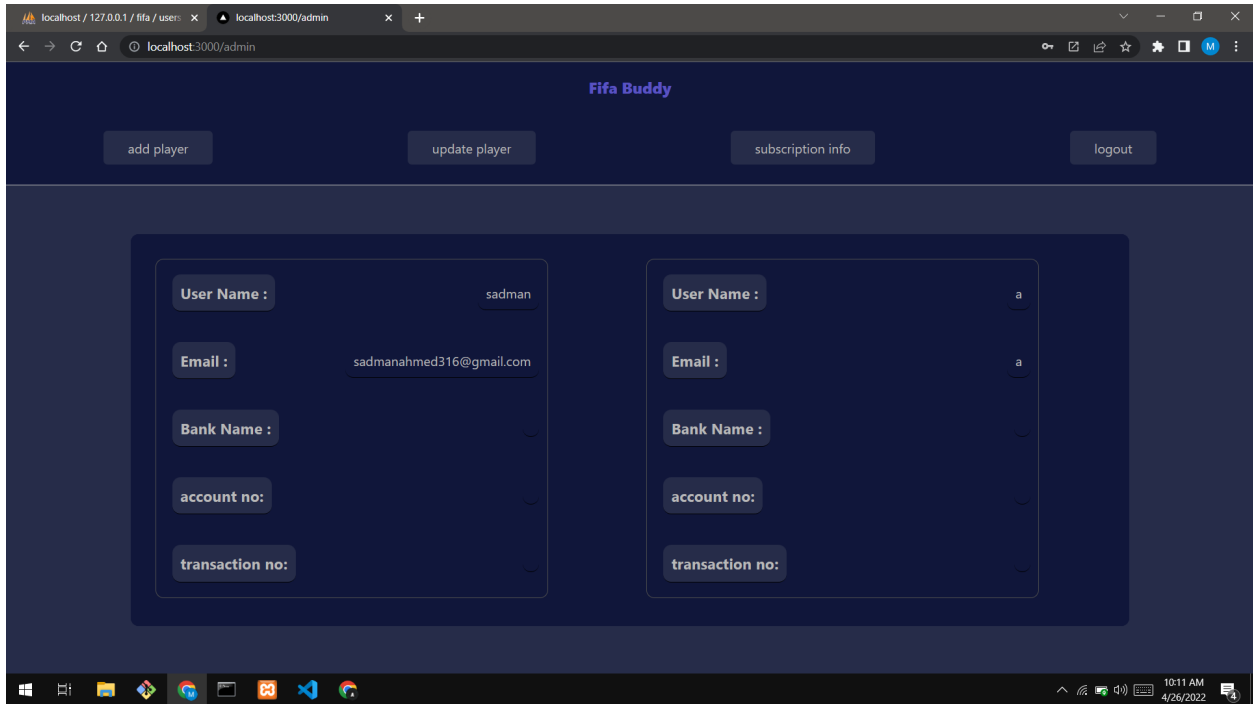
Connecting front end and back end 1 week

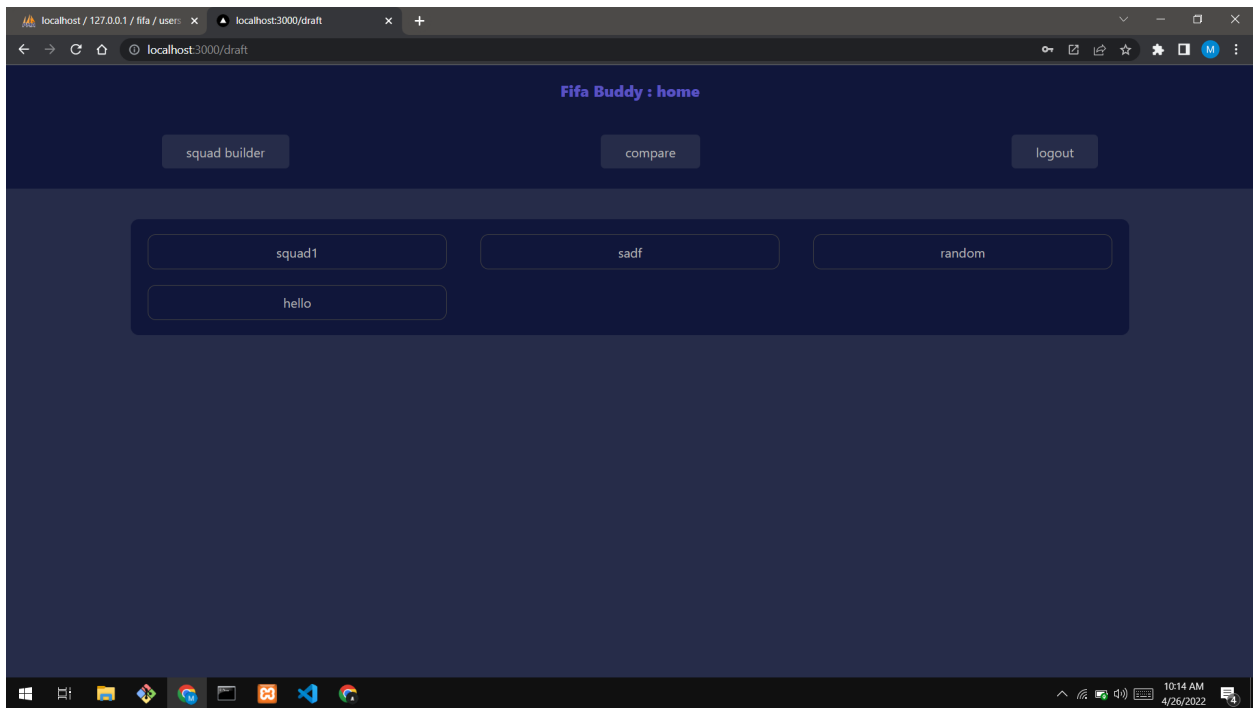
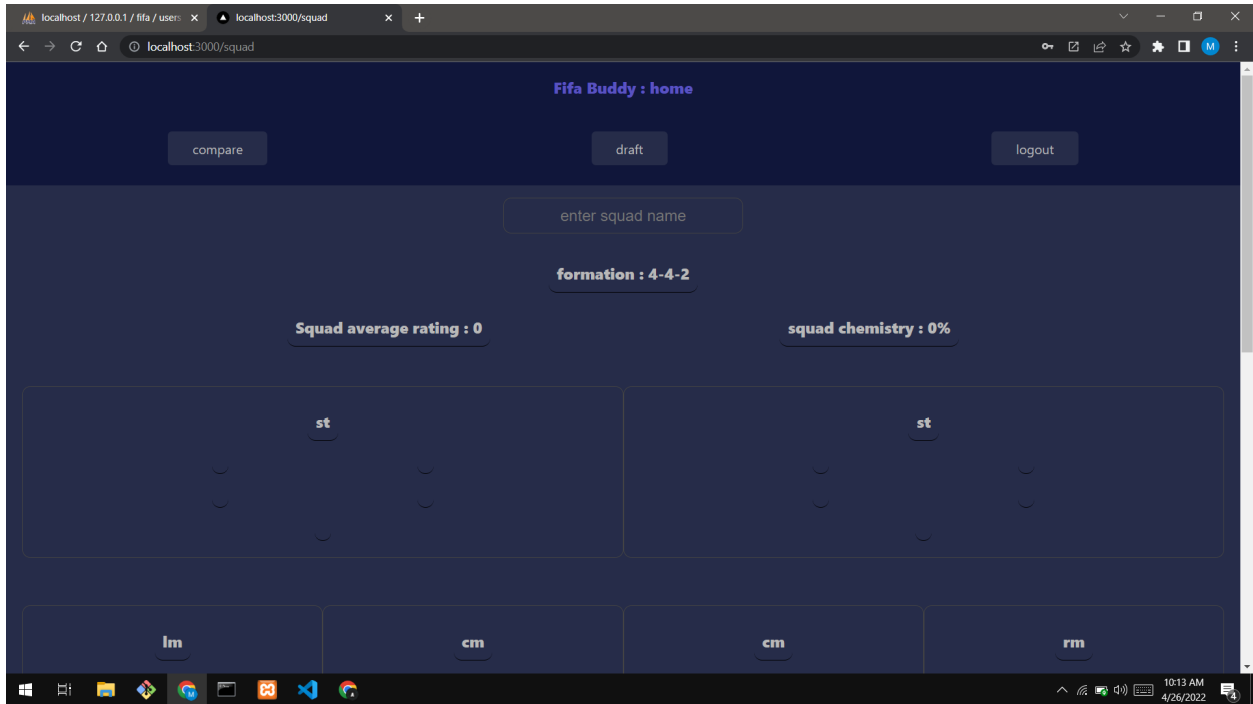
## **Some screenshots of project**

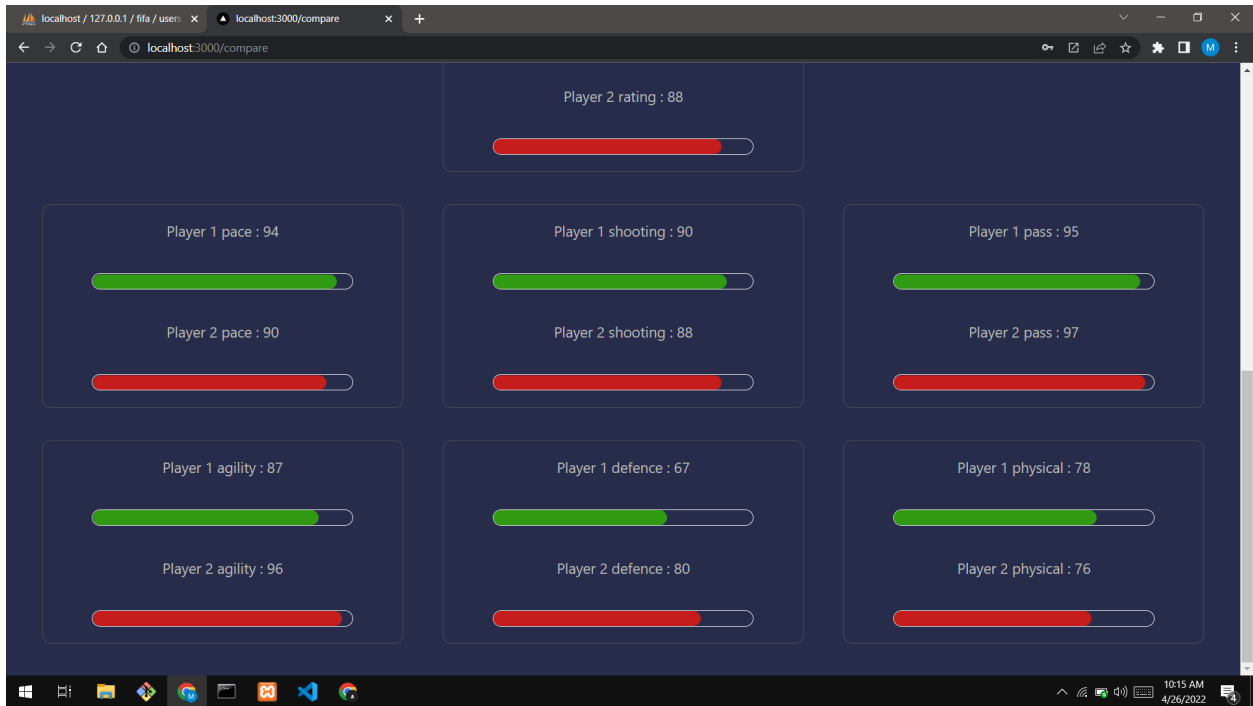
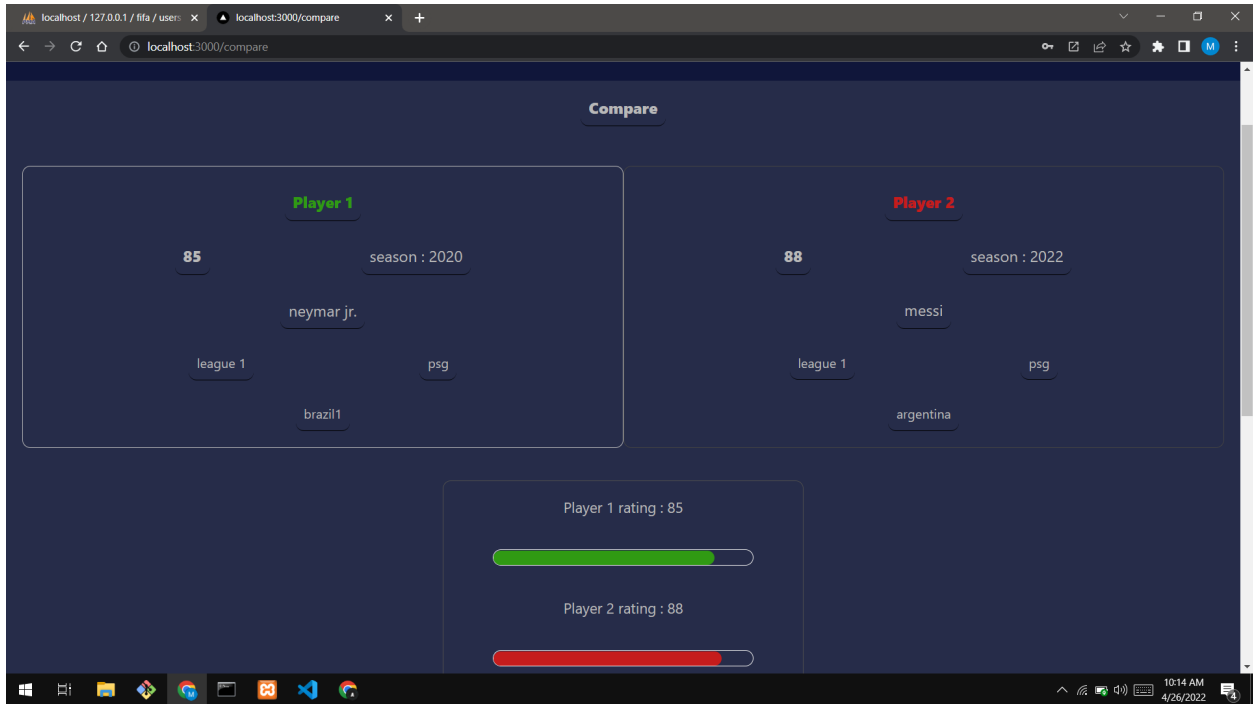












## **Conclusion**

This database management system is very beneficial for the gamers and game company. This system allows the client to view, search ,create and save squad based on their interest in the website. This website helps the users to have a better game experience. They can test in game contents before entering the game. The game company can promote their in game contents and features through this website. This website can be very useful for the video game community.