Fishing Club Database Design Project

This project creates a database for a fishing club to track members, trips, catches, events, and locations. The goal is to store all the information in one clean place instead of using messy spreadsheets. The database has seven main tables: Members, Fishing\_Trips, Fish\_Catches, Events, Locations, Attendance.

Members stores people in the club. Locations keeps addresses for events and trips. Fishing\_Trips records each fishing trip. Events stores club events like tournaments or meetings. Fish\_Catches links to trips and members to record what fish were caught.

But I struggle with creating many-to-many sample data. I’m not sure where to connect the tables with other data. The structure looks good now, but I think I need more many-to-many examples. I also need to figure out which tables should have many-to-many relationships.