T.C.

MARMARA UNIVERSITY

FACULTY of ENGINEERING

COMPUTER ENGINEERING DEPARTMENT

CSE 3055 – Database Systems Project Proposal

Project Name: Champions League

Enes Ülker - 150117502
Muhammet Mustafa Selimoğlu - 150115012
Cem GÜLEÇ - 150117828

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Project Description:

- Aim of this project is to create a simulation of a championship league. In this simulation, there will be a group of football teams and the simulation will show match results and the final table.

- Rules associated with this league is that there will be 20 teams and 4 groups (team and group numbers are tentative). In each group, each team should play with each other, and the first two teams in the group should go to the next round. Every match will be in elimination manner.

- After first step of initial matches resulted, the group matches will be played randomly and there should be a group result table which consisting of number of matches played, scores, goals, and averages.

- At final, for every match played in every step will be showed with their score values.

Scope:

- By the time we finish this project, we aim to handle all the requirements of database implementation. Beside that, we plan to handle back-end and front-end development.

- For the back-end development part, we will be creating our own API to be communicating with the web interface. This part will process match tables, scores and all the necessary information to the front-end part. Technologies to be used here is: Node.js

- For the front-end development part, as I mentioned above, gathered information from the back-end will be displayed.
  Technologies to be used here is: Angular, Typescript, HTML and CSS.

Customer Info: Turkish Football Federation (TFF)