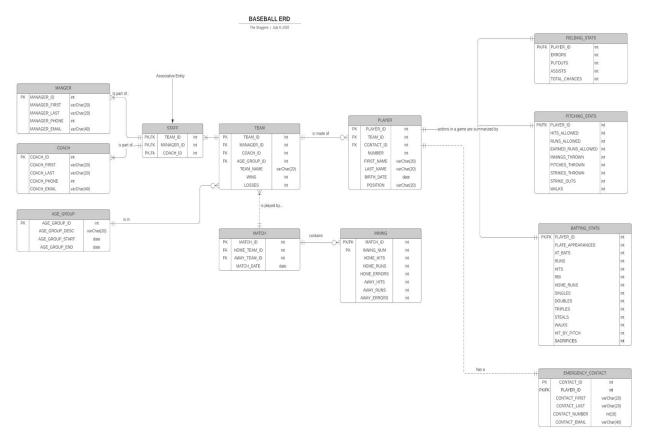
Video Presentation: https://youtu.be/MV0xJ4jeGxU

# **Overview**

"The Sluggers" is made up of Nicholas Winans, John Bullock, Jaspreet Ranjit, and Elias Haddad. We built a Django web application with a PostgreSQL database for the baseball Richmond Little League (RLL) to allow them to gain better information from the data they produce. RLL consists of many teams, each built with many players, coaches, and managers.

# Final Diagram

The final version of the database diagram is shown below or can be viewed at the following link. <a href="https://app.lucidchart.com/invitations/accept/f17d145f-bb03-40c0-af3f-98076d2f4843">https://app.lucidchart.com/invitations/accept/f17d145f-bb03-40c0-af3f-98076d2f4843</a>



# **System Architecture**:



# **Documentation of Tables, Columns, Primary and Foreign Keys**

The tables consist of the following:

PLAYER, the player table is a presentation of the player entity, and the players themselves. The player table consists of PLAYER\_ID (INT), TEAM\_ID (INT), CONTACT\_ID (INT), NUMBER (INT), FIRST\_NAME (VARCHAR), LAST\_NAME (VARCHAR), BIRTH\_DATE (DATE), POSITION (VARCHAR) columns. The PLAYER\_ID is the primary key, TEAM\_ID and CONTACT\_ID are both foreign keys that reference TEAM and EMERGENCY\_CONTACT respectively.

EMERGENCY\_CONTACT, the emergency contact table is a presentation of the emergency contact entity and player's emergency contact. The emergency contact table consists of CONTACT\_ID (INT), CONTACT\_FIRST (VARCHAR), CONTACT\_LAST (VARCHAR), CONTACT\_NUMBER (INT), CONTACT\_EMAIL (VARCHAR). CONTACT\_ID is the primary key for this table.

MANAGER, the manager table is a presentation of the manager entity and the team/ player's manager. The manager table consists of MANAGER\_ID (INT), MANAGER\_FIRST (VARCHAR), MANAGER\_LAST (VARCHAR), MANAGER\_PHONE (INT), MANAGER\_EMAIL (VARCHAR) columns. The MANAGER\_ID attribute is the primary key.

COACH, the coach table is a presentation of the coach entity and the team/ player's coach. The coach table consists of COACH\_ID (INT), COACH\_FIRST (VARCHAR), COACH\_LAST (VARCHAR), COACH\_PHONE (INT), COACH\_EMAIL (VARCHAR) columns. The COACH\_ID attribute is the primary key.

AGE\_GROUP, the age group table is a presentation of the age group entity and each player's age group. The age group table consists of AGE\_GROUP\_ID (INT), AGE\_GROUP\_DESC (VARCHAR), AGE\_GROUP\_START (DATE), AGE\_GROUP\_END (DATE) columns. The AGE\_GROUP\_ID attribute is the primary key.

TEAM, the team table is a presentation of the team entity, and the team itself. The TEAM table consists of TEAM\_ID (INT), MANAGER\_ID (INT), COACH\_ID (INT), AGE\_GROUP\_ID (INT), FIRST\_NAME (VARCHAR), LAST\_NAME (VARCHAR), BIRTH\_DATE (DATE), TEAM\_NAME (VARCHAR), WINS (INT), LOSSES (INT) columns. The TEAM\_ID is the primary key, AGE\_GROUP\_ID, COACH\_ID, and MANAGER\_ID are all foreign keys that reference AGE\_GROUP, COACH, and MANAGER respectively.

STAFF, the staff table is a presentation of the staff entity, and the staff itself. The STAFF table consists of MANAGER\_ID (INT), COACH\_ID (INT), TEAM\_ID (INT) columns. They are all primary and foreign keys.

MATCH, the match table is a presentation of the match entity, and the match itself. The MATCH table consists of MATCH\_ID (INT), HOME\_TEAM\_ID (INT), AWAY\_TEAM\_ID (INT), MATCH\_DATE (DATE) columns. The MATCH\_ID is the primary key, HOME\_TEAM\_ID, AWAY\_TEAM\_ID, and MANAGER\_ID are both foreign keys that reference to HOME\_TEAM\_ID and AWAY\_TEAM\_ID respectively.

INNING, the inning table is a presentation of the inning entity and each inning in a match. The inning table consists of MATCH\_ID (INT), INNING\_NUM (INT), HOME\_HITS (INT), HOME\_RUNS (INT), HOME\_ERRORS (INT), AWAY\_HITS (INT), AWAY\_RUNS (INT), AWAY\_ERRORS (INT) columns. The INNING\_NUM is the primary key, MATCH\_ID is the foreign key that references MATCH respectively.

BATTING\_STATS, the batting stats table is a presentation of the batting\_stats entity and the batting statistics of each player. The BATTING\_STATS table consists of PLAYER\_ID (INT), PLATE\_APPEARANCES (INT), AT\_BATS (INT), SACRIFICES (INT), HITS (INT), RBI (INT), HOME\_RUNS (INT), SINGLES (INT), DOUBLES (INT), TRIPLES (INT), STEALS (INT), WALKS (INT), HIT\_BY\_PITCH (INT) columns. The PLAYER\_ID is the primary key and foreign key that references the player ID.

PITCHING\_STATS, the pitching stats table is a presentation of the pitching\_stats entity and the pitching statistics of each player. The PITCHING\_STATS table consists of PLAYER\_ID (INT), HITS\_ALLOWED (INT), RUNS\_ALLOWED (INT), EARNED\_RUNS\_ALLOWED (INT), INNINGS\_THROWN (INT), PITCHES\_THROWN (INT), PITCHES\_THROWN (INT), STRIKES\_THROWN (INT), STRIKES\_THROWN (INT), WALKS (INT) columns. The PLAYER\_ID is the primary key and foreign key that references the player ID.

FIELDING\_STATS, the fielding stats table is a presentation of the fielding\_stats entity and the fielding statistics of each player. The FIELDING\_STATS table consists of PLAYER\_ID (INT),

ERRORS (INT), PUTOUTS (INT), ASSISTS (INT), TOTAL\_CHANCES (INT) columns. The PLAYER\_ID is the primary key and foreign key that references the player ID.

# **Baseball Specific Attribute Explanations:**

#### **INNING:**

- INNING\_NUM: the number that corresponds to inner number from a game (order of innings from any given match)
- HOME HITS: number of hits that the home team records in that inning
- HOME RUNS: number of runs that the home team scores in that inning
- HOME ERRORS: number of errors that the home team records in that inning
- AWAY HITS: number of hits that the away team records in that inning
- AWAY RUNS: number of runs that the away team scores in that inning
- AWAY\_ERRORS: number of errors that the away team records in that inning

#### **BATTING\_STATS:** (in one game)

- PLATE APPEARANCES: total number of times a player comes to the plate
- AT\_BATS: total number of times a player records a hit or putout (does not include walks, hit by pitches, errors, or sacrifices)
- SACRIFICES: a sacrifice fly or bunt in which a player gives himself up to advance a runner to a further base
- HITS: total number of times a player records a hit
- RBI: total number of runs scored as a result of a player's hit
- HOME RUNS: total number of times a player records a homerun
- SINGLES: total number of times a player records a single
- DOUBLES: total number of times a player records a double
- TRIPLES: total number of times a player records a triple
- STEALS: total number of times a player records a steal
- WALKS: total number of times a player was walked
- HIT BY PITCH: total number of times a player was hit by a pitch

#### **PITCHING STATS: (in one game)**

- HITS ALLOWED: total number of times a hit was allowed
- RUNS\_ALLOWED: total number of times a run was allowed
- EARNED\_RUNS\_ALLOWED: total number of times an earned run was allowed. An earned run occurs when a player scores without the benefit of an error
- INNINGS\_THROWN: total number of innings a pitcher was throwing for. If a pitcher does not complete a full inning, it is broken into thirds by how many outs were achieved.

- PITCHES THROWN: total number of pitches thrown by a pitcher
- STRIKES THROWN: total number of strikes thrown by a pitcher
- STRIKE\_OUTS: total number of strikeouts completed by a pitcher
- WALKS: total number of walks administered by a pitcher

#### FIELDING STATS:

- ERRORS: number of errors recorded by a fielder
- ASSISTS: number of assists recorded by a fielder. An assist is when a player touches the ball before the out is recorded by another player.
- PUTOUTS: number of putouts recorded by a fielder. A putout is when a player records an out.
- TOTAL\_CHANCES: total number of chances a fielder had at playing the ball. Equal to the number of errors, assists and putouts.

# **Initial Data**

#### Instructions for installation, startup and operation

Our site is located at <a href="http://database-sluggers.herokuapp.com">http://database-sluggers.herokuapp.com</a>. To view the site there is no login required. To edit data, click the login button on the top and create an account. After creating an account, if you navigate through the site you will notice edit buttons at the top of pages allowing you to add, edit and delete objects.

No further installation is required to use our website, but if desired, our code is located at <a href="https://github.com/EliasHaddad00/Baseball\_Database\_cs4750">https://github.com/EliasHaddad00/Baseball\_Database\_cs4750</a> and can be accessed by anyone.

# Screenshots Fulfilling Requirements

\*\*\* These are high level requirements that were generated early on in the project, see next section for more detailed requirements on each page and their accompanying screenshots

- 1. The models must have a user-friendly way for managers of the team to be able to input new data and view all data inputted, by following a path to a specific URL.
- 2. To prevent bias, Richmond Little League manager(s) will input the data to the web application for each team after every game.
- 3. This data will be sent to the database, which must consist of minimal redundancies and minimal error-prone methods.
- 4. This data must be easily accessible to the managers of each team and to the public, via View/Template, the HTML template will access the model and display the data to the

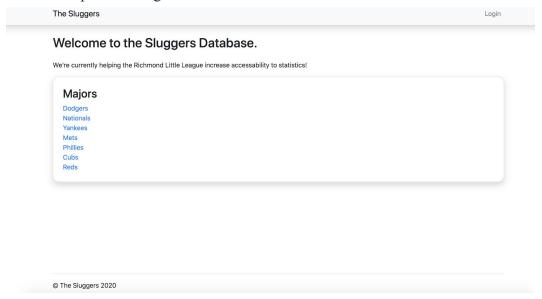
screen in an organized fashion in order for the end-user (managers) to gain the most meaningful information possible.

- 5. We must have a page for inputting data,
- 6. We must have a page for adjusting data
- 7. We must have a page for viewing data.

## **Requirements for Each Page**

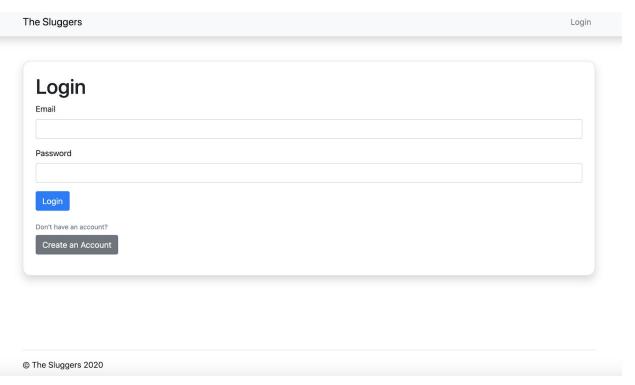
#### **Landing Page**

- Short description of league



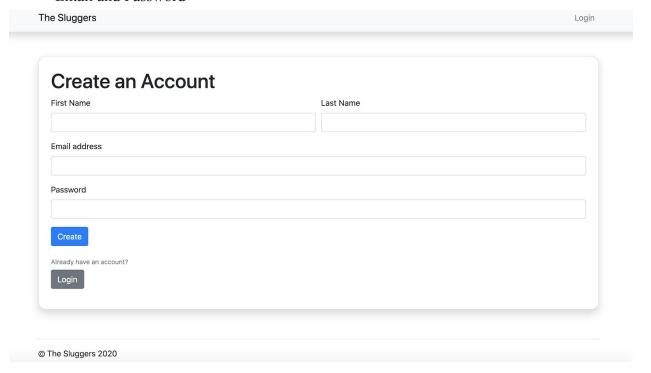
#### Login Page

- email/password



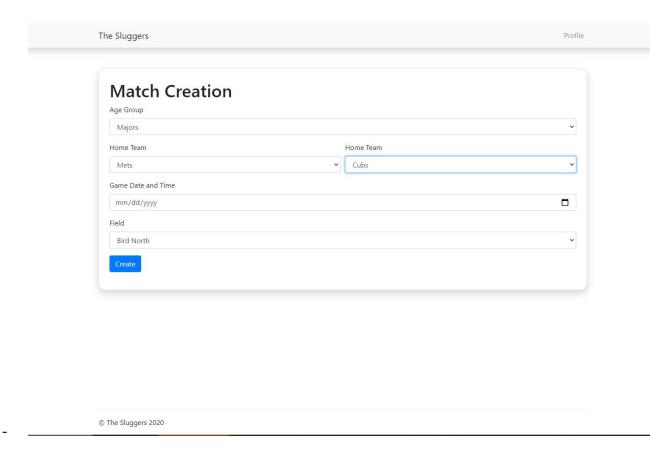
### **Create an Account Page**

- Choose role (coach/manager/parent)
- Email and Password



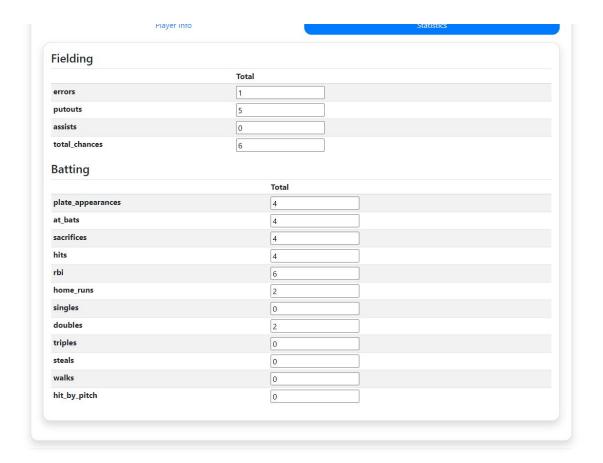
**New Game in Schedule (Game Entry)** 

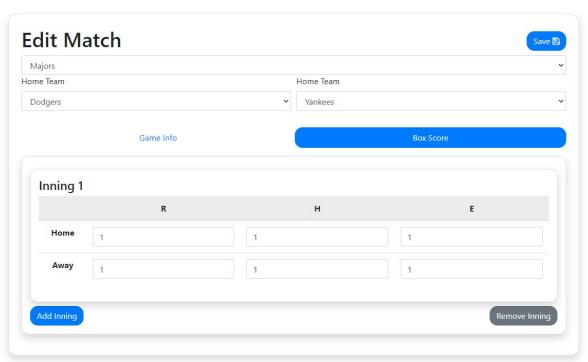
- Create a new game between two teams (shows up on both team's schedules)
- Set game time



#### **Game Entry Screen (Data Entry)**

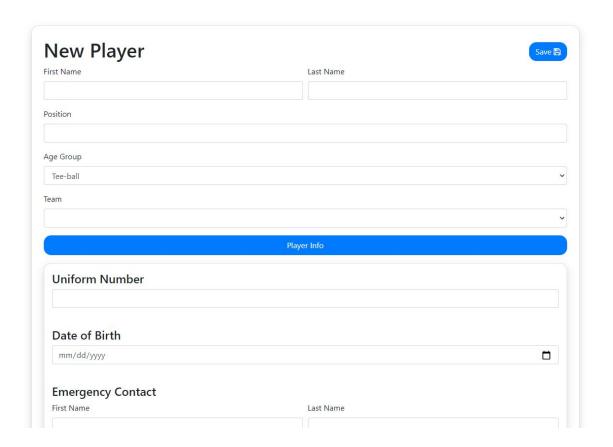
- Create box score for game
- Enter in player statistics
  - Table of players with statistics next to them
    - Starts empty, coach adds players who played that game
  - Section for Hitting/Fielding stats
  - Section for Pitching stats





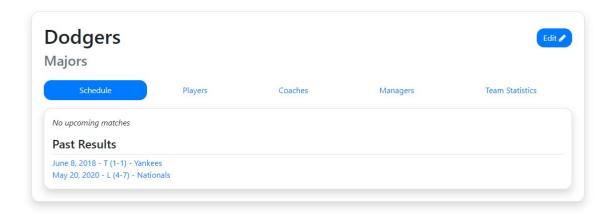
**Player Creation Page (Data Entry)** 

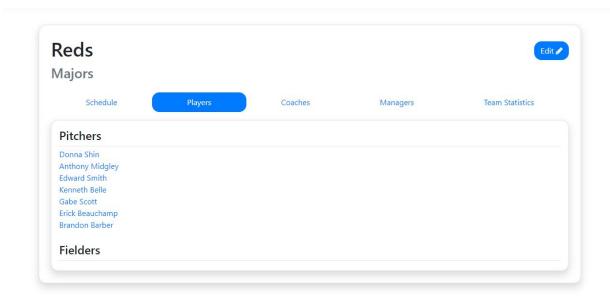
- Emergency Contact
- Age
- Position
- Name

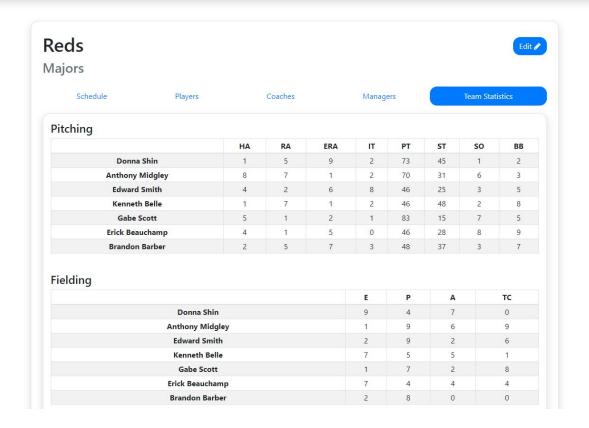


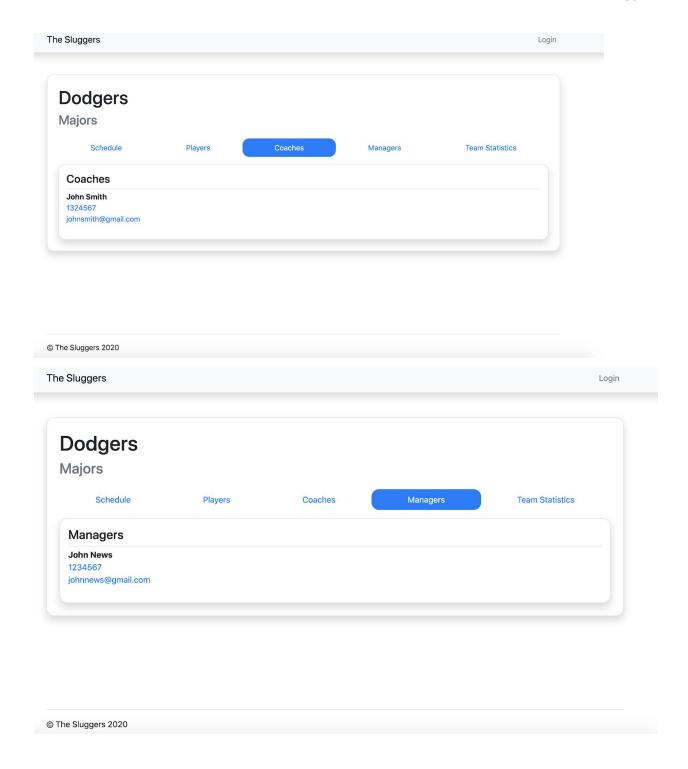
## **Team Page (Data Display)**

- Statistics summary
  - Wins/Losses
  - Team Hitting Average
- Schedule
- Past Results
- Player List









# Player Summary Page (Data Display)

- List of all available statistics, stored and derived
- Relative player performance charts (to teammates (and league?)) (WAR?)
  - Summary statistics that compare players

