

Abas Hirsi

Database Project Part 1

Managing a Youth Soccer Team

You're overseeing a community or school soccer team, and you need a way to organize players, matches, training schedules, and performance stats. The database will help coaches and admins keep everything running smoothly and ensure players get the right training and opportunities.

- **Identify the Users (Stakeholders)**

Coach(es): Track attendance, performance, and match results

Players: View their own schedules, performance stats, and announcements

- **Gather the requirements**

To build a useful database, you need to figure out two things:

- What data needs to be stored
- What users need to do with that data

Data Requirements

What information do you need to store?

Example

Object	Attributes
Player	Name, Age, Position, Jersey Number, Contact Info
Match	Match ID, Opponent, Date, Time, Location, Result

Training	Session ID, Date, Time, Focus (e.g. defense, conditioning), Location
Attendance	Player ID, Training Date, Match Date, Status

Performance	Player ID, Match ID, Goals, Assists, Saves, Rating
-------------	--

Coach/Admin	Name, Role, Email, Phone
-------------	--------------------------

Parent	Name, Child Player ID, Email, Phone
--------	-------------------------------------

Functional Requirements

Now that you know what data to store, think about what users need to do with that data.

Example

User Role	Task / Function
Coach	Track player performance, schedule training, record match results
Team Manager	Add/edit players, assign jersey numbers, manage match logistics
Players	View schedule, see personal performance stats

Parents	Receive match notifications, contact coach/manager
---------	--

■ Define Success Criteria

All matches and training sessions are clearly scheduled and easy to view

Coaches can easily update performance stats and attendance

Players and parents have timely access to game info and updates

The database helps track team progress over time (e.g. total goals scored, wins)