Team Name: Database Dimez

Team Motto: D's are for Database

Team Lead:

Robert Lumadue

Team Members:

Comeskey, Matthew

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Version	Description
1.0	First Released Draft. Summary: included purpose, narrative, requirements, entities, ERD, and EERD.
1.0 Rev 1	Summary: Fixed Requirements, Fixed ERD, Fixed EERD
1.1 Rev 2	Second Released Draft. Summary: Fixed Requirements, Finished ERD and EERD to match changes in business narrative. Added a Relational Schema and Data dictionary.
1.0 Rev 3	third released draft Summary: Fixed the ERD & EERD, Fixed the Relation Schemas all three with minor changes. Fixed the minor errors in Data dictionary. Created a Soccer database that produced two view & Sprocs.
1.0 Rev 4	This Document Summar: Fixed the RS error, updated the data dictionary, new SSMS diagram, updated table_vw's, added 2 reports, and added user acceptance test queries.

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<u>Purpose</u>

The goal of this document is to outline how a database can be created, mapped out and implemented for a Youth Soccer League. Contained in this document are the narrative, requirements, entities, attributes, ERD/EERD, RS, Data Dictionary, TableViews, SPROCS, Reports, and user acceptance test queries.

<u>Narrative</u>

A youth soccer league needs a database created to track data on the following different entities: teams, players, matches, referees, fields, vendors and sponsors. The soccer league has to be able to track each team and the sponsor, or sponsors for each individual team. In addition the league also needs to track the relationship between players and teams in order to prevent players from being on more than one team. Matches will also be tracked and will have a relationship with teams, players and referees. Records on how many points a player scored, how many penalties they received and how many minutes they played will be tracked for each match.

The referees are parent volunteers who are assigned in groups of three to each match, with one volunteer being the head referee and the other two being linemen referees. Along with referees and teams, fields will also have a relationship with matches in order to record what matches occur where and when. Not all fields will have a match occuring on them while there are other matches going on. Each field has food vendors that need to be tracked, and each field will have multiple vendors but each vendor can only be assigned to one field. Sponsors are now allowed to sponsor a field with one of their banners, and they can display these banners on multiple fields, with only one banner on each field they sponsor. Additionally the league would like to track what season each Sponsor had a banner or banners on a field as well as what team or teams they sponsored.

Requirements

(Actors & Roles)

<u>TEAM</u> - A team has multiple players. Each team has one or more sponsor. A team plays in matches. A team is also assigned one and only one captain.

<u>PLAYER</u> - A player plays on a team. Cannot belong to more than one team. Records are kept of each player during a match.

<u>MATCH</u> - A match is made up of players and teams. A match occurs at a soccer field. Each match is assigned 3 referees. Records are kept during match.

<u>REFEREE</u> - A group of referees are assigned to a match. A referee may mentor more than one new referee. A referee is assigned either as a head referee or line referee.

<u>FIELD</u> - A single match is assigned on one field at a time. Fields can have multiple sponsor banners.

<u>VENDOR</u> - A Vendor is assigned to specific field. A vendor will have multiple types of food and beverage.

<u>SPONSOR</u> - A sponsor can sponsor one or more teams, which is tracked by season. They can also post banners on one or more fields, which is also tracked by season.

Entities Identified to be tracked

TEAM		
PLAYER		
MATCH		
FIELD		
REFEREE		
VENDOR		
SPONSOR		

Entities with Nested Attributes

TEAM - <u>TeamID</u>, TeamName, PlayerCaptain

PLAYER - PlayerID, Name (First, Last), Phone, Date of Birth

MATCH - MatchID, Date

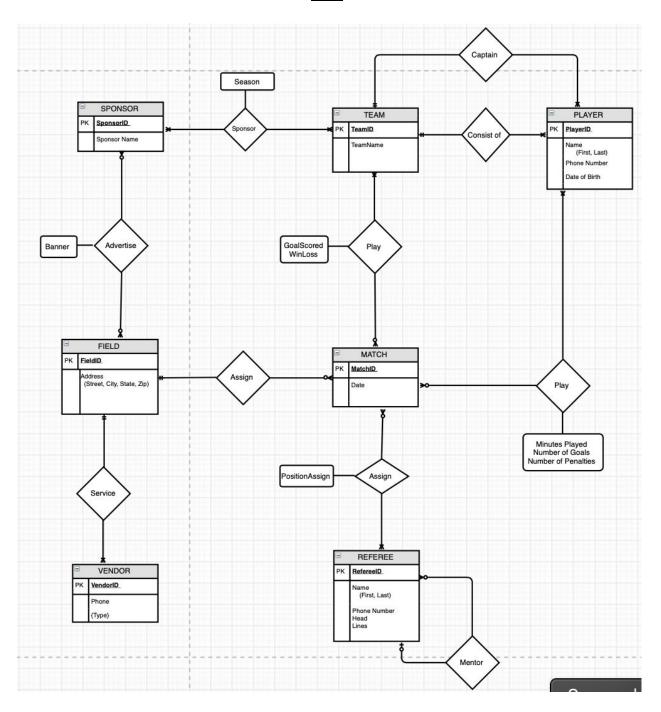
FIELD - FieldID, Address (Street, City, State, Zip)

REFEREE - RefID, Name (First, Last), Phone, Heads, Lines, MentorID

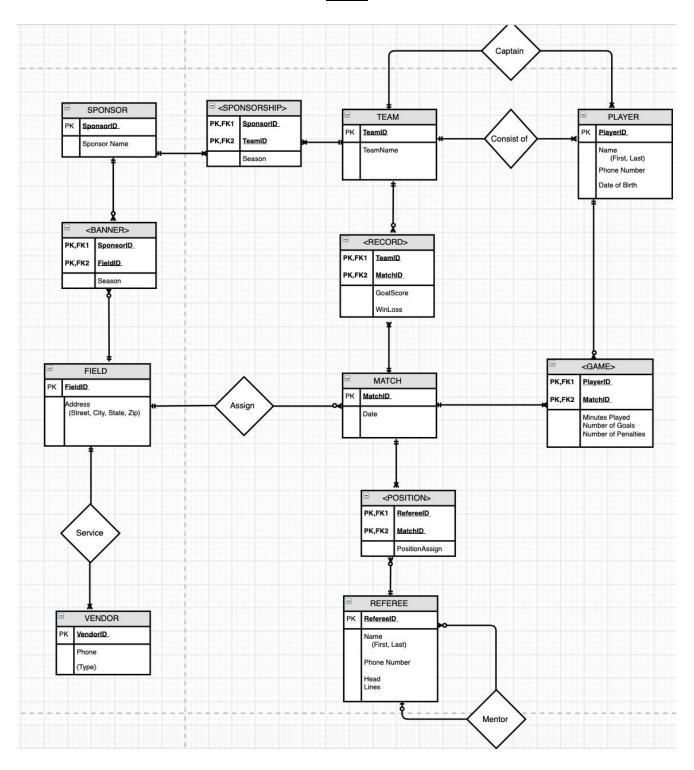
VENDOR - VendorID, Phone, Type

SPONSOR - <u>SponsorID</u>, SponsorName

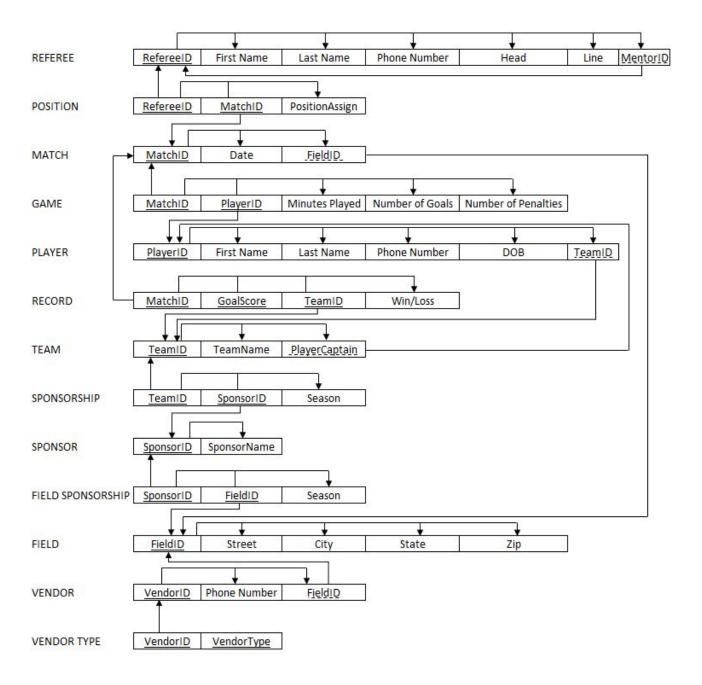
ERD



EERD



Relational Schema



Data Dictionary Summary Header

Soccer League Tables and Attributes

Team (TeamID, TeamName, PlayerCaptain)

Player (PlayerID, First Name, Last Name, Phone Number, Date of Birth, TeamID)

Game (PlayerID, MatchID, Minutes Played, Number of Goals, Number of Penalties)

Record (TeamID, MatchID, GoalScored, WinLoss)

Match (MatchID, Date, FieldID)

Referee (RefereeID, First Name, Last Name, Phone Number, Head, Lines, MentorID)

Position (RefereeID, MatchID, PositionAssign)

Sponsorship (<u>TeamID</u>, <u>SponsorID</u>, Season)

Sponsor (SponsorID, SponsorName)

Field (FieldID, Street, City, State, Zip)

Vendor (VendorID, Phone Number, FieldID)

VendorType (<u>VendorID</u>, <u>VendorType</u>)

Soccer - Data Dictionary

(Microsoft SQL Server Notation)

Table: Vendor									
Column Name	Description	Data Type	Size	Indentity	Unique	Default	Check	Allow Nulls	Index
VendorID	PK; unique sequntial vendor ID	smallint		Y					Y
							LIKE '[0-9][0-9][0-9][0-9][0-		
Phone Number	Vendor Phone number	char	14		Y		910-91-0-910-910-910-91		
FieldID	FK; links to Field table	smallint							Y
Table: Vendor Type									
Column Name	Description	Data Type	Size	Indentity	Unique	Default	Check	Allow Nulls	Index
VendorID	CPK; links back to Vendor Table	smallint							Y
VendorType	CPK:Type of food or beverage th	varchar	30						Y

Table: Record									
Column Name	Description	Data Type	Size	Indentity	Unique	Default	Check	Allow Nulls	Index
TeamID	TeamID CPK; FK to Team Table		20						Y
MatchID	CPK; FK to Match Table	int							Y
GoalScored	CPK; Goals Scored	int							Y
WinLoss	Win or Lose	varchar	5						
Table: Match									
Column Name	Description	Data Type	Size	Indentity	Unique	Default	Check	Allow Nulls	Index
MatchID	PK; Unique Sequential Match number	int		Y					Y
Date	Date of match	date							
FieldID	FK; Links back to Field	smallint			1				Y
Table: Position									
Column Name	Description	Data Type	Size	Indentity	Unique	Default	Check	Allow Nulls	Index
RefereeID	CPK; FK that links back to Referee table	smallint							Y
MatchID	CPK; FK that links back to Match table	int							Y
PositionAssign	Referee Position; can ony be Head or line	varchar	6						
Table: Referee									
Column Name	Description	Data Type	Size	Indentity	Unique	Default	Check	Allow Nulls	Index
RefereeID	PK; sequential Referee Number	smallint		Y					Y
First Name	Ref first name	varchar	20						
Last Name	Ref last name	varchar	20						
							LIKE '[0-9][0-9][0-9][0- 9][0-9][0-9]-[0-9][0-9][0-		
Phone Number	Ref phone number	char	14				9][0-9]'		Y
MentorID	Recursive FK; similar to workID, tracks mentor	smallint			Y			Y	Y
Head	Either a head ref or lines	varchar	5					Y	
Lines	Either a head ref or lines	varchar	5					Y	

Table: Team									-
Column Name	Description	Data Type	Size	Indentity	Unique	Default	Check	Allow Nulls	Index
TeamID	PK; Unique Team ID	smallint	20	Y					Y
TeamName	TeamName	nvarchar	20						
PlayerCaptain	Player Captain of a soccer team	int							Y
Table: Player									
Column Name	Description	Data Type	Size	Indentity	Unique	Default	Check	Allow Nulls	Index
PlayerID	PK; Unique Sequential Employee Number	Int		Y					Y
First Name	Player First Name	nvarchar	20						
Last Name	Player Last Name	nvarchar	20						
							LIKE '[0-9][0-9][0-9][0-9][0-		
Phone Number	Player Phone Number	char	14		Y		9][0 -9]-[0-9][0-9][0-9]'		
Date of Birth	Player Date of Birth	date							
TeamID	FK; Links back to Team Table	smallint							Y
Table: Game									
Column Name	Description	Data Type	Size	Indentity	Unique	Default	Check	Allow Nulls	Index
MatchID	CPK; FK links back to Match table	int							Y
PlayerID	CPK; FK links back to player table	int							Y
Minutes Played	Tracks minutes a player plays	smallint						Y	Y
Number of Goals	Tracks number of goals	smallint						Y	Y
Number of Penaltie	Tracks number of penalties	smallint						Y	Y

Table: Sponsorship									
Column Name	Description	Data Type	Size	Indentity	Unique	Default	Check	Allow Nulls	Index
TeamName	CPK; FK to Team table	smallint	20						Y
SponsorID	CPK; FK to Sponsor table	smallint							Y
Season	Season of the soccer league	smallint							
Table: Sponsor									
Column Name	Description	Data Type	Size	Indentity	Unique	Default	Check	Allow Nulls	Index
SponsorID	PK; Unique Sequential Spon	smallint		Y					Y
SponsorName	Name of Sponsor	nvarchar	20						
Table: Field									
Column Name	Description	Data Type	Size	Indentity	Unique	Default	Check	Allow Nulls	Index
FieldID	PK; Field number	smallint		Y					Y
Street	Street address of field	varchar	25						
City	City of the Field	varchar	25						
State	State of field	char	2			FL'	LIKE '[A-Z][A-Z]'		
Zip	Zip code of the field	char	5			L	IKE '[0-9][0-9][0-9][0-9][0-	9]'	
Table: Field Sponsorshi	p								
Column Name	Description	Data Type	Size	Indentity	Unique	Default	Check	Allow Nulls	Index
SponsorID	CPK; FK link back to Spons								Y
FieldID	CPK; FK link back to Field	smallint							Y
Season	Season of the soccer league	smallint							Y

Data Diagram

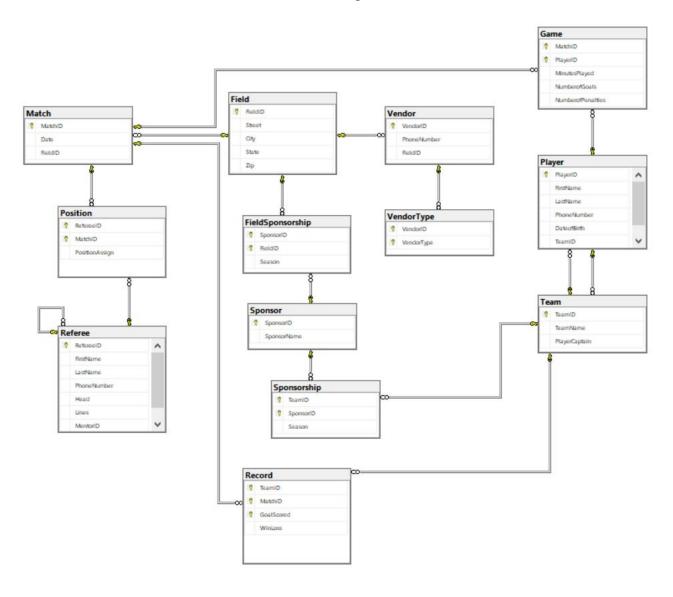
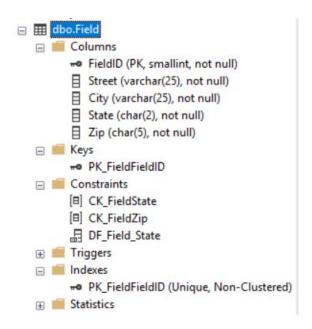


Table Views

This is the Field Sponsorship table that tracks the sponsor that is assigned to each field. The table also tracks which season the sponsorship occurs.



This is the Field Table that tracks the location of the field.



The Game Table tracks player statistics including Number of Goals, Number of Penalties, and minutes played. The table is made up of a CPK including PlayerID and MatchID.



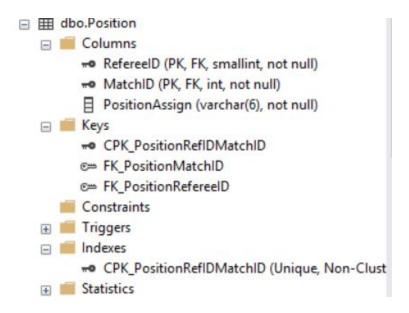
The Match table tracks the MatchID and date of the match, this table is mainly used as the primary key table for all the linking FK's.

⊞ dl	oo.Match
- 1	Columns
	- MatchID (PK, int, not null)
	Date (date, not null)
	FieldID (FK, smallint, not null)
	Keys
	₩ PK_Match
	○ ─ FK_MatchIDFieldID
16	Constraints
+	Triggers
	Indexes
5157E	- PK_Match (Unique, Non-Clustered)
+	Statistics

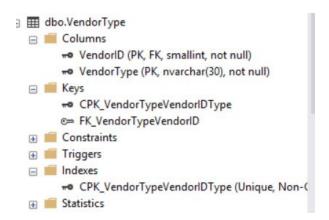
The Player table is used to track the player's attributes along with linking them back to the team they play for.



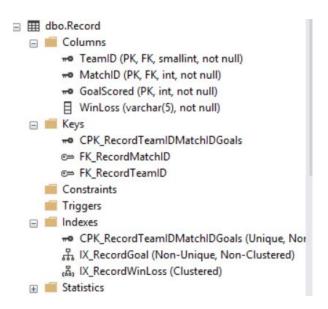
The position table is used to track the Head or Line position of each Referee and the CPK is RefereeID and MatchID.



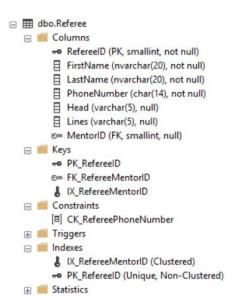
The Vendor Type table allows for the database to track which vendor is assigned to certain type of item they sell.



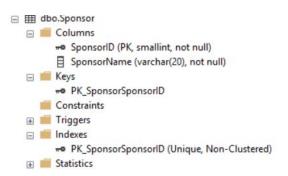
The Record table is used to track the score of each game, linking back to the Team table and the match table.



The Referee table tracks the referee's that the league has to offer, as well as listing the mentorID's of the referees.



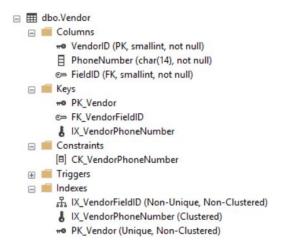
The sponsor Table is used to track the sponsor's that the soccer league works with.



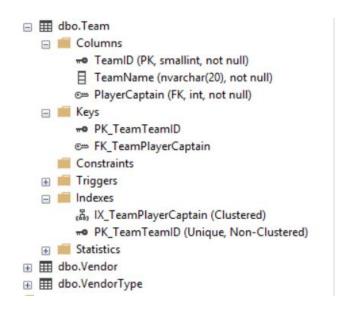
The sponsorship table is used to track which sponsor works with a certain team.



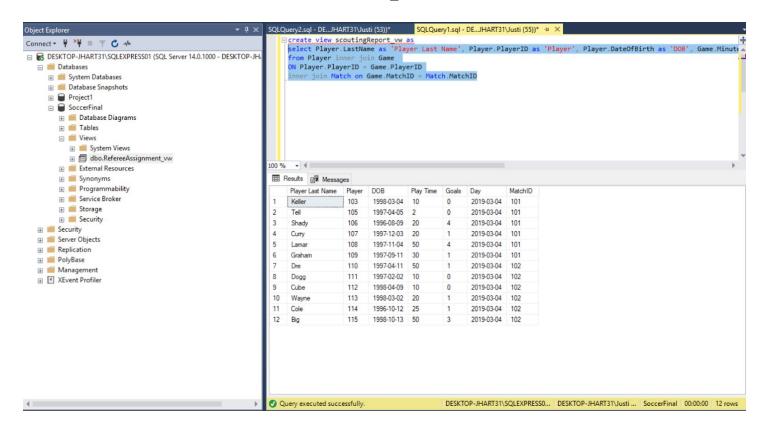
The Vendor table is used to track the vendor that is assigned to certain field.

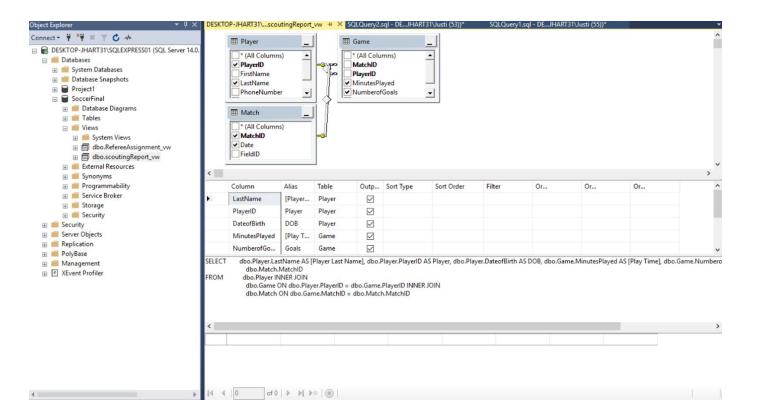


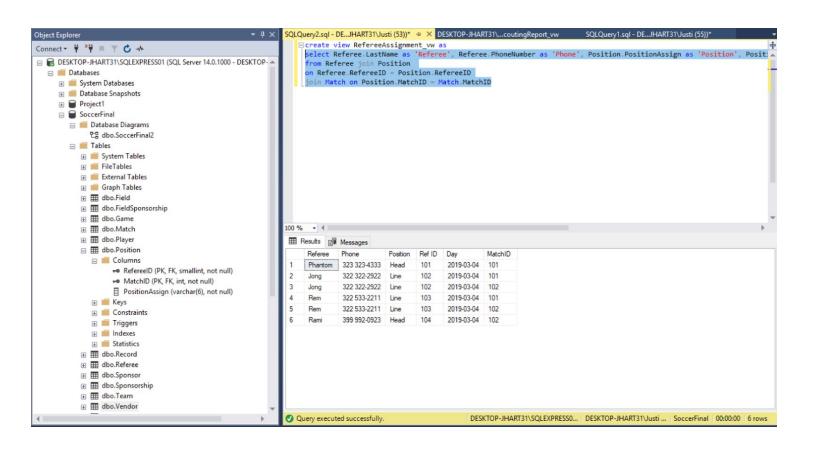
The team table is used to list all the teams that the league has to offer. Also linking back to the Sponsor table.

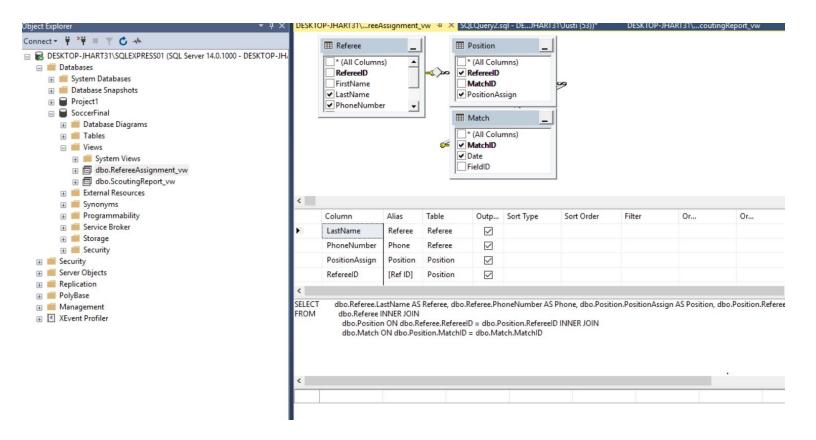


Table_vw

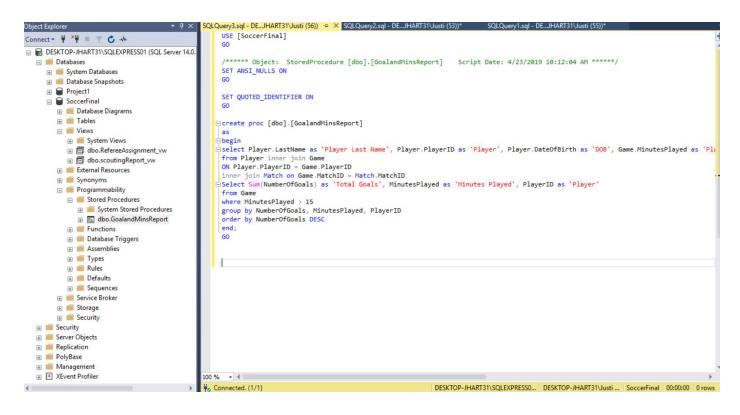


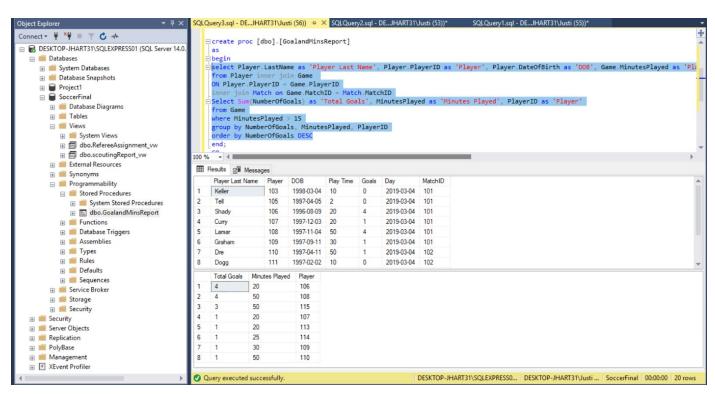


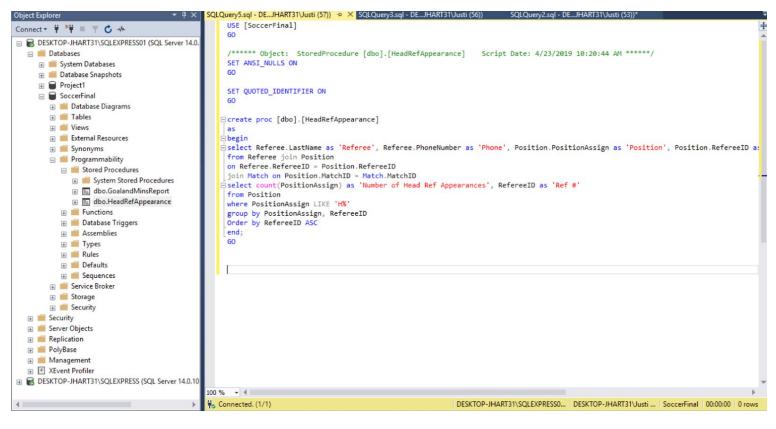


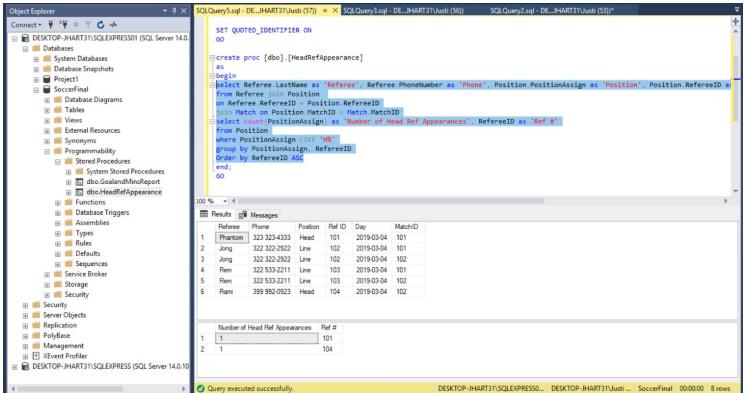


SPROCS









SSRS Reports

Leauge Scouting Report

Last Name	PlayerID	DOB	Play Time	Goals	Match Date
Big	115	13/10/1998	50	3	04/03/2019
			<u>50</u>	3	
Cole	114	12/10/1996	25	1	04/03/2019
			<u>25</u>	1	
Cube	112	09/04/1998	10	0	04/03/2019
			10	0	
Curry	107	03/12/1997	20	1	04/03/2019
			<u>20</u>	<u>1</u>	
Dogg	111	02/02/1997	10	0	04/03/2019
			<u>10</u>	0	
Dre	110	11/04/1997	50	1	04/03/2019
			<u>50</u>	1	
Graham	109	11/09/1997	30	1	04/03/2019
			30	1	
Keller	103	04/03/1998	10	0	04/03/2019
			<u>10</u>	<u>0</u>	
Lamar	108	04/11/1997	50	4	04/03/2019
			<u>50</u>	4	
Shady	106	09/08/1996	20	4	04/03/2019
			20	4	
Tell	105	05/04/1997	2	0	04/03/2019
			2	0	
Wayne	113	02/03/1998	20	1	04/03/2019
			<u>20</u>	1	

Total Goals:

16

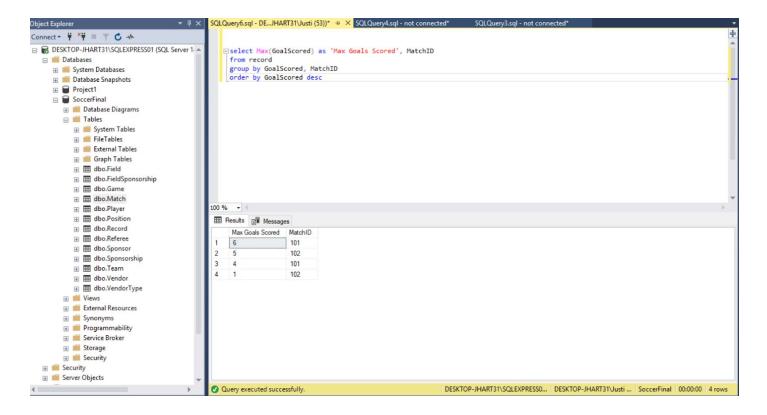
Referee Report

Referee	Phone	Position	Ref ID	Day	Match ID
Jo	ng				
	322 322-2922	Line	102	04/03/2019	101
	322 322-2922	Line	102	04/03/2019	102
Phanto	m				
	323 323-4333	Head	101	04/03/2019	101
Ra	mi				
	399 992-0923	Head	104	04/03/2019	102
Re	m				
	322 533-2211	Line	103	04/03/2019	101
	322 533-2211	Line	103	04/03/2019	102

User Acceptance Test Query

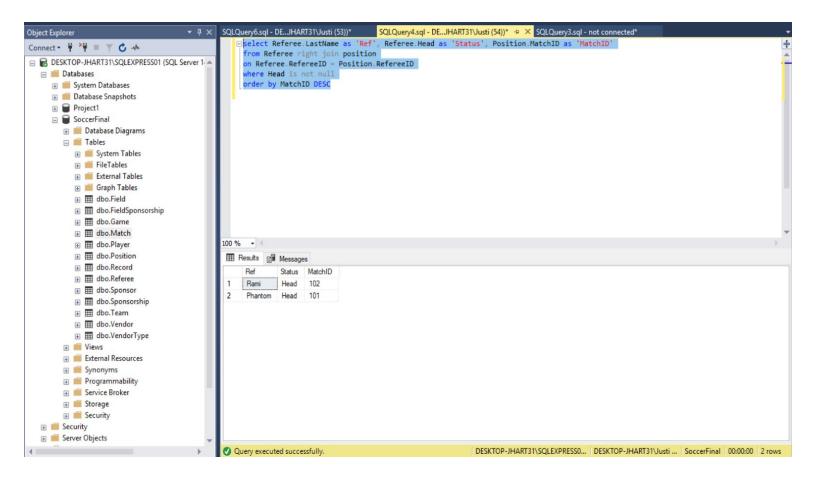
Question: Show me the max goals scored in each match.

Answer:



Question: Show me which Refs were a "Head" referee for each match that has been played.

Answers:



Question: Show me each teams' players number of goals, number penalties, and how often a player scores a goal. Also I would like to know who has scored more than two goals.

Answer:

