LIS 464 Relational Database Project

For our relational database, we wanted to create something that allows people to quickly find information about their favorite players and teams, including their injury status and which teams/sports they play for. This project was created by Vincent Garth, Joe Mahoney, and Kai Tsuyoshi. The database will be on Vincent Garth's account.

Mission statement: The purpose of the sports injury database is to maintain the data about current and historical player injuries across sports. This will allow for league officials as well as the general public to analyze player profiles and injury trends.

Mission objectives for the database:

· Keep track of all player injuries.

· Produce detailed player profiles with personal information, team affiliation, league, sport, and injuries.

· Keep track of injury types and locations to support research about patterns, trends, and risk factors.

· Support information grouped by team, league, and sport.

. Provide information about injury history and recovery timelines to inform team decision making
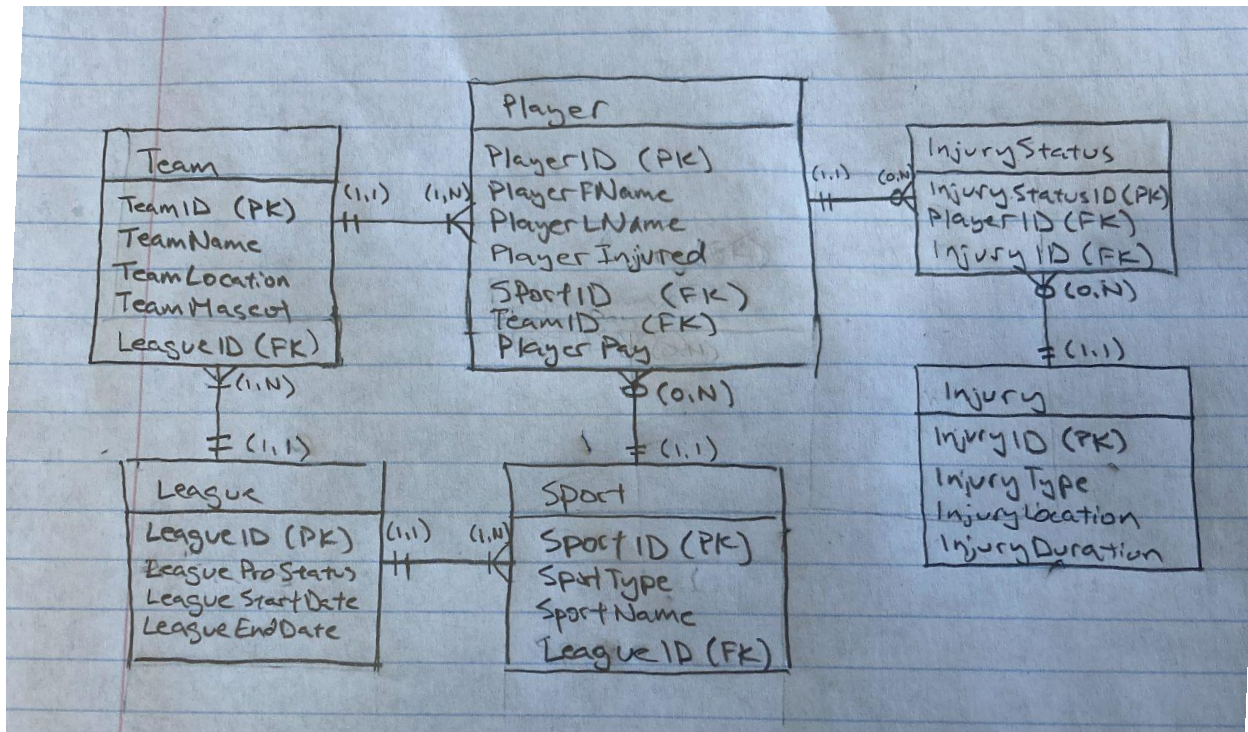
Rule Information
Rule Statement: A team is only able to be a part of one league
Constraint:
Type: ☒Database Oriented   **Category**: ☐Field Specific
☐Application Oriented   ☒Relationship Specific
Structure Affect:
Field Names:
Table Names: Team, League

Field Elements affected:

☐Data Type   ☐Character Support

☐Data length   ☐Null Support

☐Decimal Points   ☐Range of Values

☐Key Type   ☐Default Value

Relationship Characteristics Affected

☒ Degree of Participation   ☐Type of Relationship
☐ Deletion Rule

Actions Taken to Change the Database from the Default ERD shown above.

The relationship between team and League is one and only one, must be restricted.

Rule Information

Rule Statement: A player must have a status of either injured or not, cannot be null

Constraint:

    Type: ☒Database Oriented   **Category**: ☒Field Specific

        ☐Application Oriented   ☐Relationship Specific

Structure Affect:

    Field Names: PlayerInjured

    Table Names: Player

Field Elements affected:

☒Data Type   ☐Character Support

☐Data length   ☒Null Support

☐Decimal Points   ☐Range of Values

☐Key Type   ☐Default Value

Relationship Characteristics Affected

☐ Degree of Participation   ☐Type of Relationship
☐ Deletion Rule

Actions Taken to Change the Database from the Default ERD shown above.

Use a BIT data type to create a binary option of 1 representing "Yes" (Is injured) and 0 representing "No" (Not injured).

Rule Information

Rule Statement: A team may not have a Mascot, and can be null

Constraint:

      Type: ☐Database Oriented   **Category**: ☒Field Specific

           ☐Application Oriented   ☐Relationship Specific

Structure Affect:

    Field Names: TeamMascot

    Table Names: Team

Field Elements affected:

☐Data Type   ☐Character Support

☐Data length   ☒Null Support

☐Decimal Points   ☐Range of Values

☐Key Type   ☐Default Value

Relationship Characteristics Affected

☐ Degree of Participation   ☐Type of Relationship
☐ Deletion Rule

Actions Taken to Change the Database from the Default ERD shown above.

Null support for TeamMascot must allow for nulls.