1. INTRODUCTION
2. Describe the problem:

eSports is becoming huge in the world. The global eSports audience will reach 380 million this year, made up of 165 million dedicated eSports fans and 215 million occasional viewers. League of Legends is one of the highest view eSport in the world with many Tournaments. Because of that, a database to manage these tournaments is essential. This assignment aim to design such a database to manage one simple tournament.

1. Management objective:

Manage team and members of team.

Manage matches of each season.

Manage penalty (if any) of each player in the tournament.

**Important output:**

Total points of each team in the season

Total fine of each team