

**Project Assignment - Phase 2 (Due: May 07, 2025)**

**Phase 2 Description**

Each project group will implement the following **steps** in Phase II of the project:

1. **Identify** constraints, including business related, and technical constraints, such as primary keys, foreign keys, check constraints, and not null constraints, for the tables and attributes, etc.
2. Use any SQL database to **create** the relational tables.
3. **Implement** your project with the following features:

**System Users**

- Tournament Admin
- Guest

**Tournament Admin Functions**

- Add a new tournament
- Add a team to a tournament
- Select a captain for a team
- Approve a player to join a team
- Delete a tournament

**Guest Functions**

- Browse all match results of a given tournament sorted by date.
- Browse the player with the highest goal scored in all the tournaments.
- Browse the players who received red cards in each team.
- Browse all members of a selected team including manager, coach, captain and players

**System Functions**

- System login and logout
- Send details of the next match to the team members as email reminders.
- Using a trigger, update points based on the results of a match whenever the results are entered in the system.

**Phase 2 Deliverables**

Implement the project application using any language/platform of your choice and submit a pdf **report** which contains the following:

- Cover page (Title, Group Number, IDs & Names, Date)
- Phase 1 updated EER.
- List the tools and resources that you have used.
- List the problems you faced and resolved.
- A table of any extra functionality implemented. (For bonus points)
- A table which lists the tasks done by each group member.
- Suggestions to improve ICS 321 future projects.

**Phase 2 Demo**

- A 15-minute demo will be scheduled for each project group on **TEAMS** in the last week of the semester.