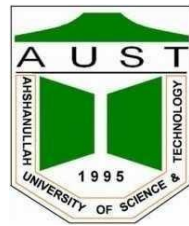


Ahsanullah University of Science & Technology

Department of Computer Science & Engineering

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Soccer Club Management System

Database Lab(CSE 3104)

Submitted By:

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Reason for Selecting This Project:

In the background of a specific Soccer club administration, most of the case all the works are done manually. Store data of different types of player, coach, staff, Tournament and many other things were very difficult & cost many times. Today's world is a computer & technology – based world because most of the works are done with the help of computer. Dependency on computer always very effective, we can store & manage large number of data or information in single hand, so we want to build such a software which can handle all kinds of management very easily also efficiently.

Project Goal:

The overall goal of the project of the Soccer club administration is given below:

- The main goal of this project is to make this application user friendly interface so that it makes administration management very easy and simple.
- Using this will be very much time efficient for admin.
- Administrators can monitor efficiency the coach status, player status, staff status, Transfer window status.
- It will encourage other football clubs & club members to use more technology and thus it will help to create a digitalized society.

Time Require to Complete:

For basic structures, it will take about 12-13 weeks to complete and complete project will take about 4 to 5 months if we work as a group.

Cost:

The complete project can be sold for 50,000 BDT.

Customers:

The main customers of this application are the local football club.

Project Requirement Analysis:

The club Administrators will manage and track the club player's state, coaching state, financial conditions, player's transfer window etc. This is basically a Soccer club management software where all information of players, coaches and staffs will be stored. This application will record the all performing statistics of players and by that statistics coaches can guide players where they need to improve themselves. Coaches performance will also be recorded for the improvement of the club. By using this software, a soccer club also can handle financial matters of a club. Here we will store monthly/annual salaries and bonuses of every player and coach and also how many revenue club incomes.

Entity:

Coach, Player, Staff, Tournament, La Liga, Champion's League, Coach Salary, Player Salary, Staff Salary, Coach Medical Status, Player Medical Status, Staff Medical Status, Transfer (Buy), Transfer (Sell), Media, Ground & GYM.

Relationship:

Gets, Has, Placed, Plays

Attributes:

Coach:

<u>C_id</u>	C_name	C_type	C_age	C_sex	C_rating	M_issue

Primary Key: C_id

Player:

<u>P_id</u>	P_name	P_type	P_age	P_sex	Weight	Height	Nationality	P_rating	M_issue

Primary Key: P_id

Staff:

<u>S_id</u>	S_name	S_type	S_age	S_sex	M_issue

Primary Key: S_id

Tournament:

<u>Date</u>	Type	Venue	Stadium	Result

Primary Key: Date

La Liga:

<u>Match_day</u>	Date	Opponent	Win	Loss	Draw

Primary Key: Match_day

Foreign Key: Date

Champion's League:

<u>Match_day</u>	Date	Opponent	Win	Loss	Draw

Primary Key: Match_day

Foreign Key: Date

Coach Salary:

<u>C_pay_id</u>	C_id	C_salary	C_contract	C_bonus

Primary Key: C_pay_id

Foreign Key: C_id

Player Salary:

<u>P_pay_id</u>	P_id	P_salary	P_contract	P_bonus

Primary Key: P_pay_id**Foreign Key:** P_id**Staff Salary:**

<u>S_pay_id</u>	S_id	S_salary	S_contract	S_bonus

Primary Key: S_pay_id**Foreign Key:** S_id**Coach Medical Status:**

<u>C_med_id</u>	M_issue	C_id	C_name	Leave

Primary Key: C_med_id**Foreign Key:** C_id, C_name**Player Medical Status:**

<u>P_med_id</u>	M_issue	P_id	P_name	Leave

Primary Key: P_med_id**Foreign Key:** P_id, P_name**Staff Medical Status:**

<u>S_med_id</u>	M_issue	S_name	S_id	Leave

Primary Key: S_med_id**Foreign Key:** S_id, S_name

Transfer (Buy):

<u>Buy_id</u>	NP_name	Con_type	Year	Salary	Fee

Primary Key: Buy_id

Transfer (Sell):

<u>Sell_id</u>	<u>P_id</u>	P_name	Con_type	Fee

Primary Key: Sell_id

Foreign Key: P_id, P_name

Media:

<u>M_id</u>	M_type	Con_year	Revenue

Primary Key: M_id

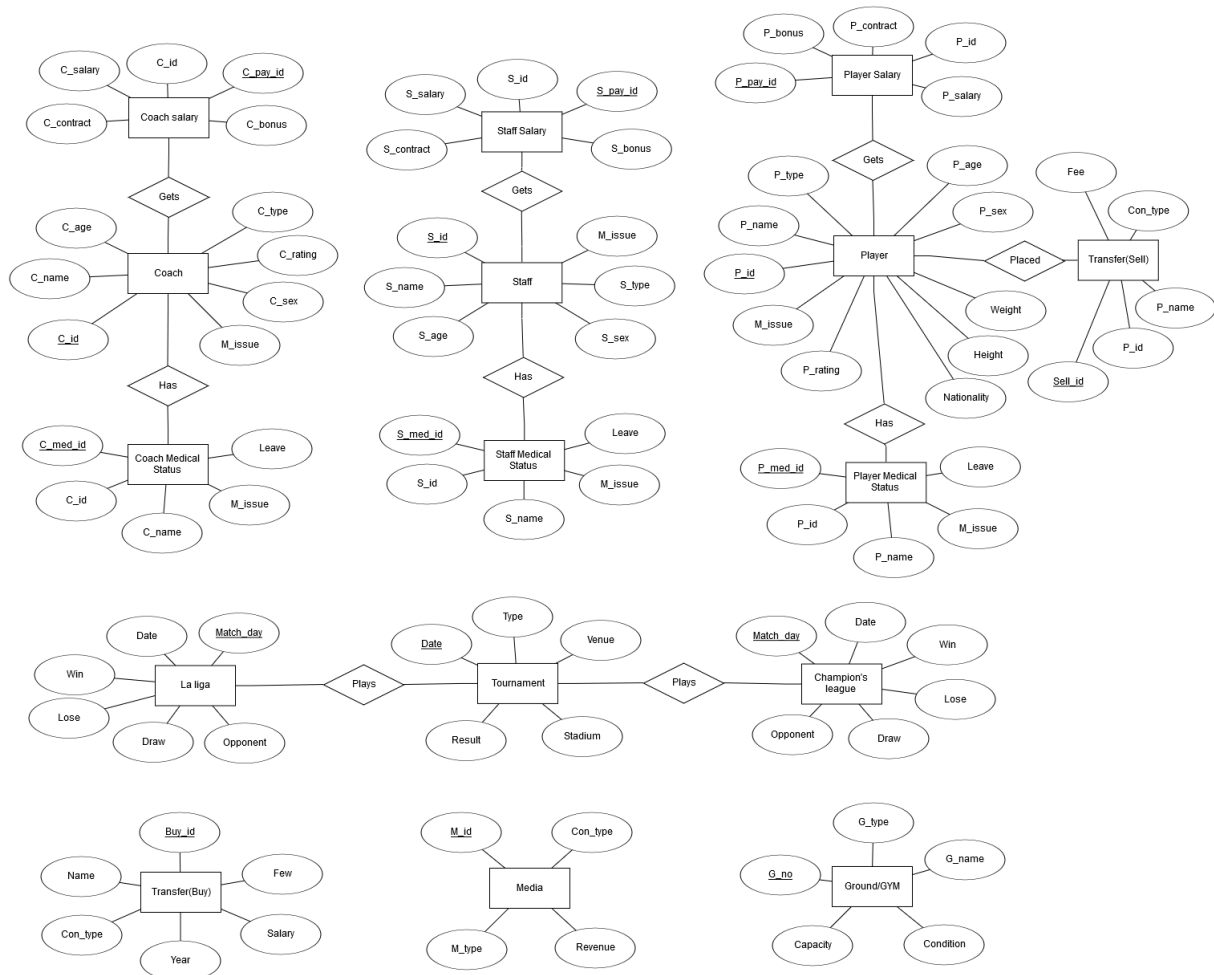
Ground & GYM:

<u>G_no</u>	G_name	Type	Capacity	Condition

Primary Key: G_no

Risk Analysis of Project:

While we can never predict the future with certainty, we can apply a simple and streamlined risk management process to predict the uncertainties in the projects and minimize the occurrence or impact of these uncertainties. There is always a chance of being hacked or a virus if it connected to internet and the virus may manipulate data of the customers and prices. The values and information may be lost if not properly backed up. As most of the mechanics of Bangladesh are full of illiterate people, it may take some time to train them and it will take extra cost. With proper training team and full support from IT department as well as Government, these obstacles may be overcome.



Conclusion:

By far Football is the most popular game in the world. A club need to record all statistical performances of players, coaches and all staffs for better performance in the future. It is difficult to get all statistics in one place. So, our application named Soccer club management System where all information of players, coaches and staffs will be stored.