Team 4 chooses to construct a sports club management system for spring 2024. This system aims to solve organizational issues while managing a professional basketball team's player roster of players, stadium employees, managers, trainers, and potential talent prospects. A user-friendly interface (GUI) will be needed for this project.

The system user will be able to create/add new employees, athletes, and new prospects to different catalogs in which the catalog categories will allow the user to read, edit/update, and delete/trade the information within each catalog. The system information should also include the salary of the players, employees, and other entities. Each potential prospect should have a description of recent game reports, acquisition probability, and the attributes of each prospect.

For players and trainers, the catalogs will need to be updated frequently due to changing training schedules and player information such as health statuses, training regiments, and requirements. Each player should have a report for their status. Each Trainer should be able to have a list of players that are under their training guidance as well as the ability to access the player's updated status report. All information should be saved within the system's local files to be loaded and utilized for the owner/management's next session on the system. The system will use a full menu to navigate the different catalogs and reports to ensure easy and effortless usage.