ICS 324 Project

KFUPM Soccer Tournament Database System(KSTDS)

KSTDS Requirements

- Each year a number of soccer tournaments are organized by KFUPM. Each tournament is given a name, a number, and starts and ends at predefined dates.
- A number of teams participate in each tournament. Each team has a name, a number, an address, contact numbers, a website, an email address, a main coach, a manager, and a number of players.
- Each player must be a KFUPM student, faculty, or staff. Each player has a KFUPM ID, a team number, a name, a date of birth, a type (student, faculty, or staff), email address, one or more telephone numbers, and a department. A player can only be in one team in a tournament but he can be in a different team in another tournament.
- A number of matches are conducted in each tournament. Each match is played by two teams at a date, time, and field decided before the start of the first match of the tournament. Also, the referees and the team leaders of each match are decided before the first match of the tournament.
- The goals scored by each team in a match are recorded. The time and the scorer of each goal scored in a match are also recorded.
- The red and the yellow cards given to each player at a tournament are recorded. The following rules are applied within a tournament (i.e. they will not apply across tournaments):
- The names, KFUPM IDs, and contacts of team managers, coaches, and referees are known before the first match of the tournament.
- There are a number of KFUPM fields were matches are played. Each field has a name, number, description, and status (active, inactive).

KSTDS Users

Anyone:

1. No need for username and password
2. Browses the teams, matches, fields, players, managers, coaches, and referees.
3. Browses the points and rank of each team.
4. Browses the schedule of matches
5. Browses how many goals were scored by each player.

Admin:

1. Enters the tournaments, matches, teams, fields, players, managers, coaches, and referees.
2. Enters each scored goal and the scorer.
3. Enters any red or yellow cards

Note: KSTDS keeps the history of all the entities.

Project Phases & Deliverables

Phase 1:

- Create the conceptual and logical designs of KSTDS
- Deliverables
    - A pdf file which contains:
        - Cover page.
        - The project requirements, which is page 1 of this document.
        - Any assumptions that you added to the requirements.
        - Conceptual & logical design of KSTDS.
- **Due: Saturday week 6**

Phase 2:

- Install DBMS
- Create the KSTDS database using SQL
- Create all KSTDS schema objects using SQL
- Insert the initial data into the tables.
- Deliverables
    - A pdf file which contains:
        - A cover page
        - All the CREATE and INSERT SQL statements that you wrote.
- **Due Saturday, Week 7**

Phase 3:

- Implement the project application using any language of your choice.
- Deliverables:
    - A pdf report which contains:
        - Cover page (Title, date, IDS & names)
        - All what you submitted in Phases 1 & 2.
        - How you implemented Phase 3.
        - All the tools and resources that you used.
        - All the problems you faced.
        - All the things that you learned from the project.
        - A table which list the percentage completion of each required operation.
        - A table of all the extra things done. (For bonus points)
        - A table which lists the tasks done by each group member.
        - Suggestions to improve ICS 324 future projects.

- **Due: Saturday week 14.**
- Demo, **Sunday week 15.**