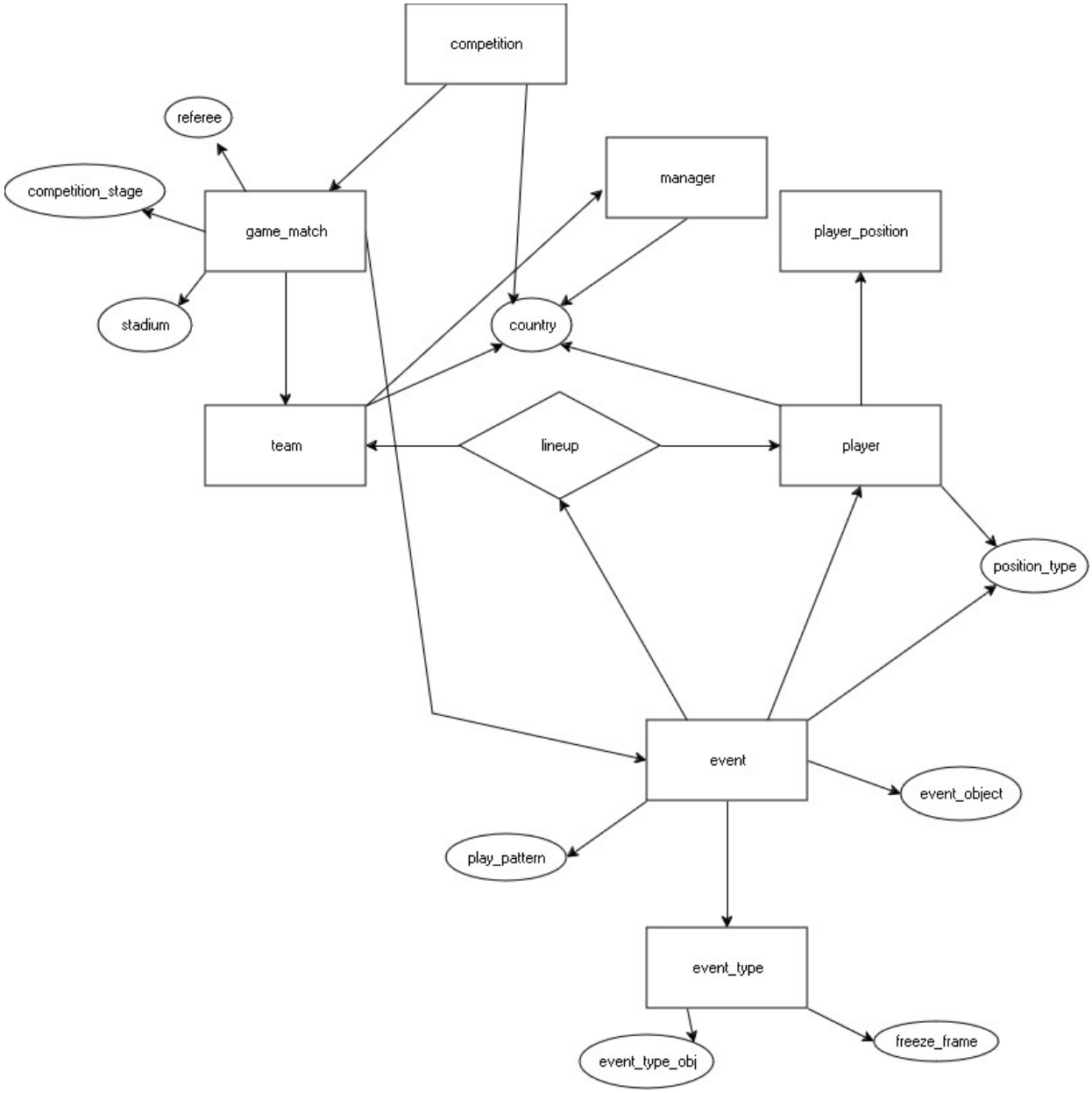
COMP 3005 Final Project V1 – Isaac Arneill

Project Report

1. For this design of the database, I decided that the central tables that the schema would be built around were “competition”, “game_match”, “player”, “event”, and “event_type”. “lineup” would function as a relational table between “player”, “team”, and “event”. I also decided instead of making a table for each unique event type, I would combine them all into one large table, as many variables are shared between different event types. This did lead to a very large “event_type” table, however, since there are many boolean variables that are unique. I did make separate tables for each object that contained only an ID and a name, however (event_type_obj, play_pattern, position_type, etc.) The only other exception is the manager, as there is more information than solely the name and ID. I also made the decision to add the season id to the event table to identify it better.

2. Relation to Relation schema:



3. Database Schema Diagram (taken from PostgreSQL ERD with table names enlarged)