FOOTBALL LEAGUE MANAGEMENT SYSTEM

P1. Topics & Objectives

DAMG6210 - Database Management & Database Design

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GROUP – 7

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Overview
In the dynamic landscape of professional football, the Football League Management System (FLMS) stands as a technological marvel designed to streamline, organize, and enhance the administration of football leagues. This comprehensive system leverages the power of a robust Relational Database Management System (RDBMS) to orchestrate the intricacies involved in managing teams, players, matches, events, and various other facets integral to the football ecosystem.

Purpose:
The objective of this project is to transform the management and operation of football leagues. Functioning as a centralized hub, it coordinates with the collaboration of players, teams, sponsors, coaches, and other entities. The system optimizes data management and promotes smooth interactions among different entities within the football network.

Scope

Our focus is mainly to create a comprehensive system that efficiently manages football players, teams, matches, and more, empowering coaches to make informed and intelligent decisions while enhancing the overall administration of football leagues.

Objective

- To manage and optimize team details, coaching staff, and merchandise to elevate efficient and well-coordinated resource management.
- Maintain detailed profiles of various players like performance statistics, match history to elevate the performance and well-coordinated resource management.
- Employ an up-to-date standing, goals, wins and other relevant metrices to enhance team performance.
- Enable streamline collaboration with sponsors by efficiently managing sponsorship details, contracts, and mutual benefits.
- Provide coaches with a strong data-driven platform that allows for informed decision-making, strategic planning, and performance analysis.

GitHub Link: Football-League-Management-System