



CHESS CHAMPIONSHIP

The Inca chess club has been designated by the international chess federation to organize the world championship. For this reason we want to design a database for the control of participants, games, accommodation, ...

Players and judges take part in the championship; for both we want to know the number of associate, name, address, phone and how they have participated (as a player or judge). In addition for each player we want to know their level of play with a scale of 1 to 10.

In the championship a judge cannot participate as a player.

Countries send a group of players and judges to the championship, although there are countries that send no one. All players and judges are sent by only one country. One country can be represented by another.

Each country is represented by a correlative number in alphabetical order, and we want to know its name and the number of chess clubs it has.

Each game is identified by a correlative number and is played by two players refereed by a judge. We want to know the games played by each player and the colour (white or black) he/she plays with. A judge may not referee players from his own country.

Both players and judges stay in one of the hotels where the games are played. You want to know in which hotels the players have stayed and on what dates. It should be noted that participants do not have to be in a hotel throughout the championship, they can only go when they have a game and can stay in the hotel where the game is played or in another. We want to know the name, address and telephone number of each hotel.

The games are played during different days (year, month and day).

Each game is done in an available room of a hotel. We want to know the tickets sold for each game. For each room we want to know its capacity and the media at its disposal to broadcast the games (radio, TV, ...). A room can have different media.

For each game you want to record all the movements made with an order number within the game, the movement itself (position) and a brief commentary on the movement.

Design the entity-relationship diagram.