VISVESVARAYA TECHNOLOGICAL UNIVERSITY

BELAGAVI

Synopsis of

DBMS Lab with Mini Project

FIFA-18 PLAYER MANAGEMENT SYSTEM

Submitted by

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Under the Guidance of

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AIM:

The aim of the project is to implement the player management software for monitoring and accessing players based on their FIFA Game ratings.

SCOPE:

This project consists of player details, which describes about player biodata such as age and nationality. It also consists of player status which describes about players technical skills. It also consists of tables containing details such as player earnings, club information and preferred position of playing. It also provide a strong searching, updating, deleting and inserting operations with a user friendly web based UI.

The project also helps the users to keep track of the player details in a computerized way without any trouble. The project contains 7 stored procedures and 3 triggers per table. Stored procedures are used in search engine. Every time the user searches through the database, a procedure is called and the results is collected and displayed for the user in a structured manner. It also has 3 trigger namely "Insert, Delete and Update" triggers assigned separately to each table. Whenever operations such as insert or delete or update is performed on any table, these triggers are automatically called, and the logs are captured into 3 separate tables, individually for each trigger. Hence use of triggers provides users to trace back all the latest as well as the oldest changes into any table at any point of time.

This project is a simple prototype of managing larger numbers of players across different nations with different skill sets and attributes. It helps to access players and thus aids in building a strong positional team. It also helps in monitoring player growth.

OBJECTIVES

- To implement the insert page that allows users to select the table to insert values.
- To develop the update page that allows users to look at the selected table and edit the table live on frontend.
- To create the delete page that allows users to delete data based on categories like age, nationality, player ID, name and overall rating.
- To insert the trigger page that allows users to look at the database log of the operations such as delete, update and insert.

- To implement features like predicting players rating based on their current performances.

HARDWARE AND SOFTWARE REQUIREMENTS:

- System Processor : Above Intel core i5.
- RAM   : Min 8GB.
- Operating System   : Above Windows 7.
- Hard Disk   : Min 50GB.
- Front end   : HTML,CSS,PHP.
- Back end   :   MySQL.

RESULT EXPECTED:

A FIFA 18 Player Management System provide an authentic and engaging experience, featuring realistic player interactions, strategic team decisions, and dynamic financial and transfer dynamics within the virtual football world.

Signature of the students:

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