

My project is a website that collects and shows data on winning decklists in tournaments from a game called Magic: The Gathering. Magic: The Gathering (MTG) is a competitive card game played in tournaments around the world. Decks in MTG have 5 cards. Additionally, decks can have up to 4 of any given card across the maindeck + the sideboard excluding basic lands (and a few other exceptions). Users should be able to browse many things in the app. Firstly, they should be able to see tournament results, showing what decks were played, what cards they contain, what archetypes they are in and who piloted the deck. Users should also be able to see a certain person's history of tournament results and the decks that they used. Lastly, the app should allow the user to have a special page for each individual card. This page will show, what decks the card is played in, its price, various winrates, and various descriptors.

Nouns: Card, Tournament, Deck, pilot, player, user, winrate, price

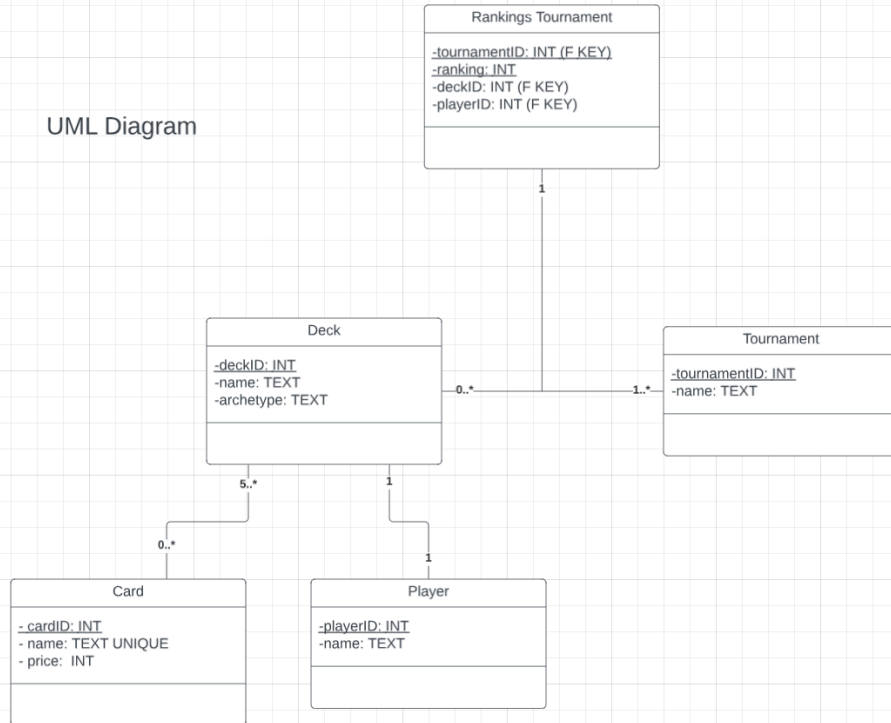
Verbs, view, sort, exclude, show

Rules:

1. Tournament contains any number of decks
2. Each deck has 1 player
3. Each deck can have up to 5 cards
4. Each deck cannot have more than 4 of a single card
5. 1 Deck/player can be in multiple tournaments

UML Diagram:

UML Diagram



Hierarchical Diagram:

