

Domain Model for Soccer Live

Version: 1.0

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Domain Model:

Assumptions on the Domain Model

1. User Profile and Preferences:

- Each user has one unique profile that includes personal information and preferences, like their preferred language. This allows the application to personalize the user experience based on the stored profile data.
- The system supports language selection within the user profile, which is assumed to be changeable.

2. Match Streaming and Updates:

- Matches can have multiple real-time updates, such as scores and commentary, which are visible to users who are streaming or following a match.
- It is assumed that users can start and stop match streaming anytime, and each streaming session is linked to the user, not the match itself.

3. Notifications:

- Notifications are sent to users to inform them about events like match start times, updates, or favorites. These notifications are assumed to be either system-generated or based on the user's preferences.

4. Favorites and Personalization:

- Users can add multiple matches to their favorites, allowing them to receive notifications specifically for those matches.
- Favorites are linked to individual users, meaning each user's list of favorites is private and unique.

5. Real-Time Updates:

- Real-time updates (like scores and commentary) are generated and linked to matches. It is assumed that updates are automatically streamed to all users following the match.
- Each update has a timestamp and is associated with only one match, ensuring accurate chronological updates per game.

6. Chat Functionality:

- Chat functionality allows users to communicate during live match streaming. Each message is linked to both the sender and receiver for easy tracking of conversations.

- It is assumed that chats are stored temporarily and may be purged after a certain time to manage storage efficiently.

7. Multiplicity Constraints:

- Multiplicities defined (e.g., one-to-many or many-to-many relationships) are based on the assumption of typical user interactions with the app. For instance, a user can have multiple favorites, but each favorite is associated with a single user.
- Matches are assumed to always include exactly two teams, meaning each match entity links to two team entities without variation.

