Eternal Legacy League: A Fun Cricket Tournament Report

Abstract

The Eternal Legacy League is a made-up cricket tournament where historical legends like Albert Einstein and Nicola Tesla play as cricket stars. This report shares how a database is built using MySQL Server and hosted it on Google Sites with an HTML page. This report outlines how creating a schema, adding dummy data, wrote queries, and made the results easy to view online. Here's a quick look at the tools, steps.

Introduction

Picture Albert Einstein hitting sixes or Mahatma Gandhi leading a team to victory. That's the Eternal Legacy League—a fun, fictional cricket tournament where history's biggest names compete. Built a database to track this imaginary league, turning icons like Leonardo da Vinci and Michael Jackson into cricket heroes. Transforming this imaginative concept into a functional database system brought a life to this crazy idea. This report outlines the implementation methodology and key outcomes of the initiative.

Tools Used

- **MySQL Server**: A free database tool to store and analyze all the tournament info, like player stats and match results.
- **Google Sites**: An easy way to host a webpage - embedded an HTML file with the league's stats into google sites for everyone to see.

Steps Involved in Building the Project

The implementation process followed a systematic approach, comprising these critical stages:

1. Setting Up the Database

Started by designing the database in MySQL Server, as shown in Schema.sql. Used realistic stats—centuries, wickets, varied venues—and balanced player roles to mimic real cricket. Close matches, rivalries, and diverse performances made the data feel authentic. It had five main tables:

- **Teams**: Lists teams like "Timeless Titans" with captains like Abraham Lincoln.
- **Players**: Includes 150 players, from Galileo Galilei to Serena Williams, with batting and bowling styles.
- **Matches**: Tracks games, like Team 1 beating Team 2 at Wankhede Stadium.

- **Batting_Statistics**: Records runs, like Einstein's 102 in Match 1.
- **Bowling_Statistics**: Logs wickets, like Martin Luther King Jr.'s bowling spells.

3. Making Views and Procedures

The views and procedure file implement essential db concepts for enhanced data accessibility:

- **Views**:
    - Points_Table: Shows team rankings with points for wins and ties.
    - Top_Run_Scorers: Lists top batsmen like Martin Luther King Jr.
    - Top_Wicket_Takers: Highlights bowlers like Isaac Newton.
- **Procedures**:
    - sp_GetPlayerBattingStats: Gets a player's batting history.
    - sp_GetPlayerBowlingStats: Shows their bowling stats.
    - sp_GetLeagueStandings: Pulls up the Points Table.

4. Writing Queries

Query.sql uses queries to dig into the data:

- **Teams & Captains**: Listed squads like "Iconic Invincibles" (Alexander the Great).
- **Player Stats**: Tracked 150 players—Einstein's sixes, Mandela's economy rate.
- **Match Analysis**: Toss winners' victories, Wankhede Stadium standouts.
- **Top Performers**: Ranked batsmen (strike rate), bowlers (3+ wickets).
- **All-rounders**: Highlighted stars with 50+ runs *and* 3+ wickets in a match.

These queries told us who ruled the league.

5. Hosting

The project is hosted on google sites and is publicly accessible via link:
https://sites.google.com/view/eternalleague/home

Conclusion

The Eternal Legacy League was a blast to build! It turned historical icons into cricket stars using MySQL Server and shared their stats on Google Sites. From designing the database to writing queries, every step brought this wild idea closer to reality. The project showed how a simple database can spark creativity and make data fun to explore. Imagining Shakespeare angrily reviewing DRS decisions or Napoleon sulking after a duck. Some legacy databases store records—this one stores *drama*.