

CPS510 - Section 1/7

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Idea Proposal: Basketball League DBMS

These days, many people resort to sports as a way to pass time, watching and playing. The NBA (national basketball association) provides entertainment to over 15.1 million people across the world. This league consists of 30 teams playing top notch basketball.

For this assignment we will be creating our own basketball league. We will use a database similar to the actual NBA.

Frontend framework: Java (JavaFX)

Database: SQL/MySQL (will decide later)

Problem Statement:

A new basketball league is being formed, and the company needs a system to manage their league.

Expected Goals:

The service will provide a way to manage registrations, teams, players, schedules, standings, scores and stats. League commissioners will be able to manage every part of the league, while league GMs only have the ability to manage their own team, players, and make trades. Players will be able to register for the league and see their stats as they play games.

Priority:

See league info by collecting the data from the database.

Expected Features:

- Admin
- GM panel
- Trades
- Standings
- Scores
- Stats
- Schedules
- Registration

System Requirements:

- Roles for accounts (player, gm, commissioner)
- Database
 - Users table (players, gms, commissioner)
 - Scores table (results of players game)

- Results table (win/loss of team)
- Teams table (teams and which players belong to)
- Matches table (schedule)

Customer/User Perspective:

- There will be an authentication system, a control panel for users and an interface for outgoing messages. Depending on the role of the account (player, gm, commissioner) this interface will change
- Users with the commissioner role will be able to edit all of the contents of the league
- Players will be able to see the homepage and edit nothing, only the ability to see the league stats, scores, results, schedule.
- GMs will be able to do the same as players, but have a separate panel for them to make trades, set their team names, and other misc things to manage only their own team.

Constraints:

- Security is important because the system handles the input of stats/scores
- Time management (We may need time to review/learn more about the languages we are using to effectively create the product)
- Availability: As time goes on we may realize that we may need to change some features after launch. During this time the app will be down for maintenance as we the update
- Resource: As students we have other classes that require our attention which reduces the number of hours we are able to put into this project. We as well only have 2 members which cuts the number of hours we can put into this by a third.