

# 1 Introduction

We'd like to create a web application that allows an athletic organization to track that various teams that might exist in the organization, who belongs to what team, along with the contact information for the members of the organization.

## 2 Requirements

At the organization level, those with the appropriate “rights” (e.g., organization-level administrators and coaches) should be able to view all of the teams in the organization (which includes all of the athletes and their parents/guardians, coaches, managers, etc.), as well as all data associated with the team, e.g., team performance, training sessions, etc. This will also include the ability to communicate with all of the members of the organization (mail, email, SMS, or phone), broken down according to groups:?

- All athletes, or all athletes associated with a particular group of teams (e.g., competitive teams, versus recreational teams).
- All parents or groups of parents (as in the previous bullet).
- All coaches or groups of coaches (as in the previous bullet).
- Everyone in the organization.
- Any individual in the organization.

At the team level, it is assumed that a coach or team manger will enter information about the team, and the athletes associated with that team. A coach may want access to particular information that should not be available to managers or team members, e.g., athlete evaluations, fees and scholarships, etc.

### Exercise #1

Self-organize in 3–4 person teams. Within your team, work to create:

1. Data Model. Create an ERD that represents all of the entities in the applications, along with their relationships to one another. In addition, provide documentation regarding the design decisions that support your team's model.
2. Push your team's design artifacts to the Github repo. given to you in class