

## Group-8

### Formula 1 Team Management System

#### P2 - Conceptual ER Model

## 1. Business Problems Addressed

The Formula 1 Team Management System addresses critical challenges in one of the most data-intensive and competitive sports environments. By providing a centralized platform for managing team operations, the system supports real-time decision-making, effective resource allocation, and strategic planning. It ensures optimal performance by integrating all aspects of team management, from driver analytics to car maintenance.

Key business problems solved include:

1. **Driver Performance Analysis:** Centralized tracking of race statistics, historical performance, and lap-by-lap telemetry data.
2. **Car and Part Maintenance:** Detailed inventory management for car components, repairs, and lifecycle tracking.
3. **Sponsorship and Financial Management:** Overseeing sponsorship contracts, team budgets, and financial planning.
4. **Race Records and Leaderboards:** Comprehensive tracking of race results, championship standings, and season summaries.
5. **Team Staff Management:** Organizing staff roles (e.g., engineers, mechanics, managers) and their contributions to the team's success.

## 2. Entities and Relationships

### Entities and Attributes:

1. **Team** (*Team\_ID, Team\_Name, Base\_Location, Principal, Budget, Founded\_Year*)
2. **Driver** (*Driver\_ID, Name, Age, Nationality, , Championships\_Won, Total\_Points*)
3. **Race** (*Race\_ID, Date, Location*)
4. **Race\_Info** (*Circuit\_Laps, Date, Weather\_Condition, Circuit\_Records*)
5. **Car** (*Car\_ID, Model, Engine, Aerodynamics, Power\_Unit*)
6. **Car\_Parts** (*Part\_ID, Part\_Name, Manufacturer, Cost, Lifespan\_Races*)
7. **Tires** (*Tire\_ID, Manufacturer, Compound, Allowed\_Usage\_Weekends*)
8. **Season** (*Season\_ID, Year, Number\_of\_Races*)
9. **Records** (*Record\_ID, Fastest\_Lap, Pole\_Positions, Total\_Wins*)
10. **Sponsor** (*Sponsor\_ID, Sponsor\_Name, Sponsorship\_Amount, Contract\_Years*)
11. **Driver\_Standings** (*Standing\_ID, Total\_Points, Races\_Won, Podiums, Championship\_Won*)

12. **Team\_Standings** (*Standing\_ID, Total\_Points, Races\_Won, Championship\_Won*)
13. **Team\_Staff** (*Staff\_ID, Name, Role, Salary, Start\_Date, End\_Date*)
  - **Subtypes:**
    - **Engineer** (*Specialization, Experience\_Years, Certifications*)
    - **Mechanic** (*Expertise\_Area, Tools\_Specialized*)
    - **Strategist** (*Race\_Experience, AI\_Usage\_Level*)
    - **Team\_Manager** (*Leadership\_Experience, Past\_Teams*)

### 3. Relationships and Their Cardinalities

1. **Team - Driver (1:M)** → Each team has multiple drivers; each driver belongs to only one team.
2. **Team - Car (1:M)** → Each team owns multiple cars; each car belongs to one team.
3. **Driver - Records (1:M)** → A driver can hold multiple records across races.
4. **Race - Race Info (1:1)** → Each race occurs at one circuit.
5. **Race - Season (M:1)** → Multiple races belong to one season.
6. **Race - Driver (1:1) (Winner Relationship)** → Each race has one winner.
7. **Sponsor - Team (M:1)** → A team can have multiple sponsors.
8. **Car - Car\_Parts (1:M)** → Each car consists of multiple parts.
9. **Records - Driver (1:1)** → One driver generates each Record.
10. **Tires - Car (M: M)** → Cars use multiple tire compounds; different cars can use the same tire.
11. **Race\_Info - Race (1:1)** → A race generates one detailed race info entry.
12. **Season - Records (1:M)** → A season can have multiple records.
13. **Season - Driver\_Standings (1:M)** → A season has multiple driver standings.
14. **Season - Team\_Standings (1:M)** → A season has multiple team standings.
15. **Race\_Info - Race (M:1)** → Each race has multiple results.
16. **Race\_Info - Drivers (M:1)** → Each driver has one result per race.
17. **Race\_Info - Teams (M:1)** → Each team has multiple race results.
18. **Race\_Info - Driver\_Standing (M:M)** → Each race information has multiple Driver standing info

### 4. Key Design Decisions

- **Normalization:** Data is structured to eliminate redundancy and maintain referential integrity.
- **Supertypes & Subtypes:** Implemented for **Team\_Staff** to categorize different personnel roles.
- **Indexes on Key Fields:** Optimized for faster lookups (e.g., Driver\_ID, Team\_ID, Race\_ID).
- **Many-to-Many Relationship Handling:** Used associative tables where necessary (e.g., Tires and Cars).
- **Scalability Considerations:** Designed for seamless expansion of new races, seasons, drivers, and teams over time.