Interview Summary Report:

I interviewed my club’s director, who handles planning our home tournament each season and travels to far bigger tournaments than local Montana ones. She gave me a few more ideas for entities, which helped me narrow down my scope for the database as well as gave me a clearer direction in which to go. She said that to have a good idea of how her team ranks, she needs to be able to see everything at a glance that pertains to the team entity. So that would be club, name, wins, and losses. The team entity type also will have a relationship with division, called plays in. The division determines a team’s seeding for pool play. I expect to have a difficult time handling the recruiter and referee entity type, but assigning them a relationship with a division and a court would be a good place to start.

I also interviewed my assistant coach. We sat down and he helped me figure out what I would want as an end user rather than what I think would be helpful as a designer. Having this switch in perspective really helped me figure out a few different attributes and relationships that I wouldn’t have thought of before, like the team’s wins/losses having a relationship to their seeding in a bracket. He also said as a coach he’d like to know what other team’s win/loss ratio is and be able to see where they might end up in bracket play in relation to our team.

Lastly, I interviewed one of my players. She specified that in order to understand a database as a naïve user, everything needs to be laid out in an understandable manner. I plan on making my database and API as user friendly as possible, rather than focusing on sophisticated users, I’ll focus on naïve and casual users.

Logical Requirements:

I ran out of free shapes on lucid chart and had to finish by hand, sorry for the messy diagram.

The season is separated by TOURNAMENTS (entity). Each tournament has a unique ID (key attribute, simple attribute). Each tournament is related by location to a REGION (entity) that has its own unique ID (key attribute, simple attribute). Each tournament is held at a VENUE (entity) that has an address (key attribute) and capacity (simple attribute). The venue is also related to the tournament and region by location (relationship). The venue houses VENDORs (entity) that supply food and merchandise. They each have a name (key attribute) and a type (simple attribute). The venue has COURTs (entity) based on square footage (relationship). Each court has a number (key attribute). The courts will each have a REFEREE (entity) that works on that particular court (relationship) and they will all have a name. Each referee will be related to a WORK TEAM (entity) that will ref the match with them. These teams have the same attributes as regular teams. The tournament usually has a few SPONSORs (entity) that fund the event via donations (simple attribute) and they all have a name (simple attribute). The tournament seeds each TEAM (entity), who each have a name (key attribute), standing (key attribute), club (simple attribute), and roster (composite attribute). Each roster has players (simple attribute) and a number of players (simple attribute). Each team will play in a DIVISION (entity) that has its own type (key attribute) such as open or club, and a rank (simple attribute) such as U12 (10yr – 12yr), U14 (12yr – 14yr), U16, and U18. Each team is related to a division that determines, with standing, the bracket they will play in. Each bracket has a number (simple attribute) of teams playing in it as well as its level (key attribute), usually Gold-Bronze, but in large tournaments there are upwards of 5 brackets per division. The team that wins will receive a PRIZE (entity) that usually is a medal (key attribute, simple attribute). Finally, RECRUITERs (entity) will be invited to watch the tournament, they have a name (key attribute), an affiliation (key attribute, simple attribute), and a rank (simple attribute) based on their level of recruitment, i.e. DI, DII, DIII, NAIA, JuCo, etc.

