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| ITEC 3200 |
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| FIFA Data Management System |

ITEC 3200

Executive Summary

**Objective**

This database is designed to support the International Federation of Association Football (FIFA) in tracking and managing information related to its affiliated federations, leagues, teams, and players.

**Goals**

The goal of this database project is to provide FIFA with a user-friendly and efficient platform for storing and retrieving data related to team and player performance. In addition, we will develop useful queries to facilitate the retrieval of information pertaining to affiliated federations, leagues, teams, and players.

**Solution**

The proposed solution involves developing a set of interrelated tables within the database to organize and connect key pieces of information. The primary tables include: association\_federation, leagues, teams, and players. These tables represent the core entities and are linked through defined relationships that reflect the structure of the organization. By leveraging these relationships, we can construct queries that deliver the critical information needed to effectively manage various aspects of FIFA's operations. This project will be implemented in using SQL in MySQL Workbench.

**Benefits to Users**

This database will serve as a valuable tool for delivering information in a simple, efficient, and reliable manner. It will enable the identification of each team’s total points on the scoreboard, the number of trophies won, top scorers, and various other insightful details about leagues, teams, and players.

**Project Outline**

The project will contain the following major components:

* Entity-Relationship Diagram
* Table Implementation
* Queries

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Entity-Relationship Diagram

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Table Implementation

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League

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Team

A screenshot of a game

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A table of names and numbers

AI-generated content may be incorrect.Player

A table of names and numbers

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Query Implementation

### Query 1

* Selects all goalkeepers and anyone with the letter “o” in their last name.

### Query 2

* Selects coaches who have “e”, “a”, and “n” characters within their name.

### Query 3

* Gathers player information if they have scored five or ten goals.

### Query 4

* Combines the tables to show the players team and league they are currently in.

### Query 5

* This query has an arithmetic expression which will compute each team’s overall points accumulated from wins, ties, and losses.

### Query 6

* This query will use the MAX group function to determine who are the players who have scored the most goals

### Query 7

* This query will show all the teams who have more trophies than the average team