Team 1, Project Description;

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**Billiards Valhalla Database**

Overview: The Billiards Valhalla website allows billiards players to find tournaments and billiards halls all over the nation. The Billiards Valhalla website has registered users like players and pool hall owners. Owners may host new tournaments and players may sign up to any tournament through the website. The tournament match data is then archived and publicly accessed through the website.

Specifications: Entities are **BOLD**, Key attributes are underlined, Multiple attributes are in *italic*.

* **Pool Hall** is identified by their Name, and Address. They will also list # of Tables, *Tournament* Schedule(which is made up of **Tournaments**), website(if any), and Operating Hours.
* **Tournament** is identified by their ID. A Tournament will have Player Capacity, Current # of Players, Tournament brackets(which are made up of **Games**), Organizer, Prize Pool, and Entry fee.
* **Game** is identified by Time and **Players**. They will also have *Rules*, which are things like APA, BCA, HOUSE, etc. *Game Type*, which is made up of: 9-Ball, 8-Ball, 10-Ball, etc. A game will have # of Racks, Score, and Teams(which is made up of **Players**).
* **Player** will be identified on the website by their user ID. They will be able to choose sex and other information on their profile. They also have a Rank which is either A, B, or C. Next, they will have a list of previous visited **Pool Halls**. From that list we will derive most visited Pool Hall, least visited, etc. They will also be able to join **Tournaments**. Players will have a list of past and futureTournaments(which is made up of **Tournaments**). They will have different sets of permissions (in order of rank: Player, Organizer, Pool Hall Owner). These permissions will allow them to either make tournaments or edit pool hall information.

Billiards Database Model Summarized: Entities are **BOLD**, Key attributes are underlined, Multivariable attributes are in *italic*.

1. **Player**
   1. User ID
   2. Age
   3. Sex
   4. Rank
   5. **Pool Halls Visited**
      1. Most Common
   6. **Tournaments**
      1. Past
      2. Future
2. **Pool Hall**
   1. ID
      1. Name
      2. Address
   2. Amount of table
   3. Website
   4. Tournament Schedule
   5. Operating Hours
3. **Tournament**
   1. ID
   2. Player Capacity
   3. Number of Participants
   4. Tournament Brackets
   5. **Organizer**
   6. Prize Pool
   7. Entry Fee
4. **Game**
   1. ID
   2. *Rules*
   3. *Game Type*
   4. Number of Racks
   5. Score
   6. Teams
   7. Time

Relationship sentences

Pool Halls hosts tournaments.

Tournaments are played with games.

Players play games.

Players visit Pool Halls.

Players organize tournaments.

Players compete in tournaments.

Scraped Ideas:

* **User** are identified by their Username and ID. They will also have an account type(which can be a **Player**, **Organizer**, or/and **Pool Hall Owner**), Name, Sex, and Address.
* **Player** is identified by their ID. They also have a Rank which is either A, B, or C. Next, they will a list of previous visited **Pool Halls**. From that list we will derive most visited Pool Hall, least visited, etc. They will also be able to join **Tournaments**. Players will have a list of past and futureTournaments(which is made up of **Tournaments**).
* **Organizer** is identified by their ID. They will be able to create a Tournament
* **Game**
  + ID
    - Time
    - **Players**