University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: ____5_____

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

Project Description:

2a. What is the domain of the application? Describe it.

This database project revolves around the domain of volleyball, with the primary focus being organizing and managing data related to volleyball activities such as events, teams, players, clubs and various other aspects of the sport. The application aims to centralize and efficiently manage data related to it, including team rosters, player profiles, coaching certifications, club information, tournament scheduling, and facility availability. It facilitates the tracking of game statistics, match results, and player performance while providing a comprehensive platform for the volleyball community.

b. What aspects of the domain are modeled by the database?

The database for this volleyball project models various critical aspects within the domain of the sport to provide comprehensive data management. The entities modeled include Players, Coaches, Certifications, Team, Clubs, Tournaments and Facilities. Player profiles are meticulously modeled, containing individual statistics, achievements, and personal details. Coaches' data includes certifications, and coaching history. Clubs are represented in the database with details about their facilities, memberships, and organizational information. The tournament aspect of the domain is addressed by storing schedules, match results, and relevant statistics. Certification records for coaches could be tracked, ensuring compliance with standards. The availability and characteristics of facilities, such as courts and training spaces, are also modeled. Real-life scenarios could include efficiently scheduling tournaments, tracking player development through statistics, ensuring coaches meet certification requirements, and streamlining club operations. The database is designed to serve as a centralized hub for all these aspects, facilitating better management and coordination within the volleyball community.

3a. What functionality will the database provide? I.e.. What kinds of things will people using the database be able to do.

This database provides all the information regarding different volleyball clubs, tournaments, players, player stats, coaches and their certifications. Very beneficial for organizations such as VolleyballBC, which is an organization that manages majority of the volleyball activities in the lower mainland.
Some examples of what this database can do:

- People can check the stats for a specific players/club etc. ie. how many spikes a player has.
- People can check where clubs and tournaments are (locations)
- People can check who is a coach and what certifications they have.

For big organizations such as VBC, it will be very beneficial for them to have access to this database to help them manage competitive seasons.

4a What database will your project use (department provided Oracle, MySQL, etc.)? See the "Project Platforms" section of this document for more information.

We will be using the Oracle Database.

b) What is your expected application technology stack (i.e., what programming languages and libraries do you want to use)? See the "Project Platforms" section of this document for more information.

We will most likely be using Java/Oracle with IntelliJ as IDE.

5. ER Diagram