

2(a) Experiences in the project

We initially struggled to find a unique database. We had shortlisted a few topics such as Movie library or Event Management but later on due to our love of cricket, and taking inspiration from Cricbuzz (the cricket app), we planned to make a database on cricket. We enjoyed searching information for our favourite players and inserting it into the database. We also got to know a few things more about the stadiums and other things from the world of cricket. While searching for topics, we also realised how widely DBMS systems are used worldwide in various applications and without them, the technological world would not be how it is right now.

Challenges

- We struggled making the Relational Schema and ERD due to there being two teams per match and each team having 11 players and we weren't able to find a place to add all these information without creating redundancies.
- We understood the complex nature of databases that we see in our real lives. Also, the data insertion was done by us manually as we were unable to generate accurate data from data generation tools.
- Some queries such as 'Points Table' and 'List Man of Match Award Winners' which we see so frequently on TV's were very hard to generate.

2(b) Extra efforts initiatives taken by us

- We visited many cricket apps such as Cricbuzz, Cricheroes etc and one of the things we thought should be included in these cricket apps is the functionality to book tickets or at least provide official booking references of the sites that handle the bookings and hence we added that functionality in our database.

2(c) Our learning from this project

- We were able to understand the importance of database systems. Some particular queries such as 'Points Table' helped us understand the real-life use cases of '**views**' functionality of RDBMS software.
- Along with views we were also able think on how the transaction processing take place in real life databases such as player stats being updated after the match and live score.
- The importance of the database systems to have very low latency was also understood by us.
- We learned some technical details of cricket which were previously unknown to us such as difference between bowling average and average economy rate etc.