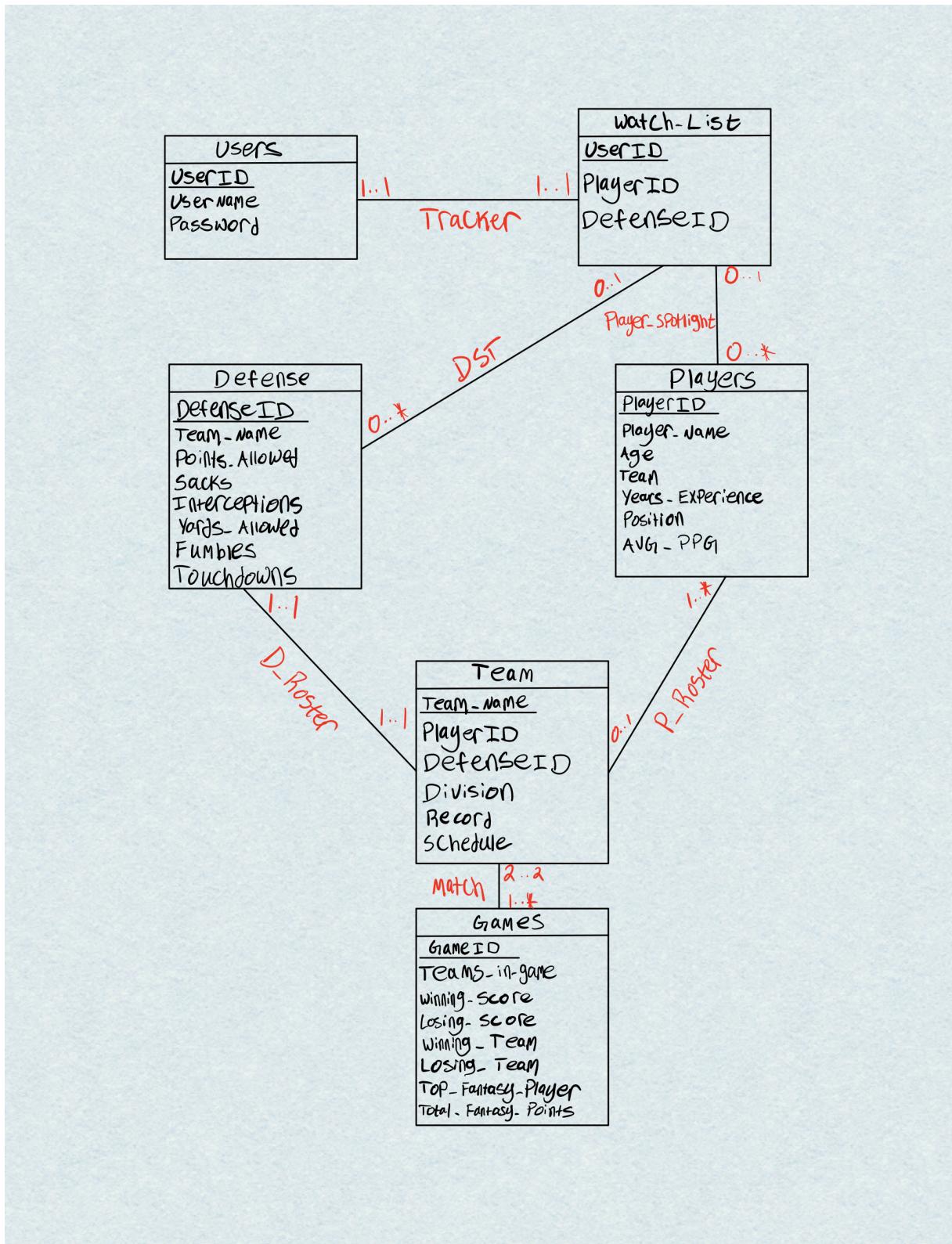


Stage 2

UML Diagram:



Assumptions/Relationships:

1. Each User has one watchlist and each watchlist has exactly one user. A watchlist will exist for each user but may not be populated.
2. A watchlist may have multiple defenses, but a defense only exists on one watchlist (per user)
3. A watchlist may have multiple players, but a player only exists on one watchlist (per user)
4. Each team can have multiple players, but a player can only be on one team
5. Each team has one defense, and a defense has to be on one team
6. Each game has two teams, and each team has multiple games

Relational Schema:

Users (

 UserID INT [PK]
 Username VARCHAR(50)
 User Password VARCHAR(50)

)

Players (

 PlayerID INT [PK]
 Player_Name VARCHAR(50)
 Age INT
 Team VARCHAR(50) [FK to Teams.Team_Name]
 Years_Experience INT
 Position VARCHAR(50)
 Avg_PPG REAL

)

Teams (

 Team_Name: VARCHAR(50) [PK]
 PlayerID: INT [FK to Players.PlayerID]
 DefenseID: INT [FK to Defense.DefenseID]
 Division: VARCHAR(50)
 Record: VARCHAR(50)
 Schedule: VARCHAR(50)

)

Watch_List (

 UserID INT [PK] [FK to Users.UserID]
 PlayerID INT [FK to Players.PlayerID]

```
    DefenseID INT [FK to Defense.DefenseID]
)
Games (
    GameID INT [PK]
    Teams_in_game VARCHAR(100) [FK to Teams.Team_Name]
    Winning_Score INT
    Losing_Score INT
    Winning_Team VARCHAR(50) [FK to Teams.Team_Name]
    Losing_Team VARCHAR(50) [FK to Teams.Team_Name]
    Top_fantasy_player VARCHAR(50)
    Total_Fantasy_points REAL
)
Defense (
    DefenseID INT [PK]
    Team_Name VARCHAR(50) [FK to Teams.Team_Name]
    Points_Allowed INT
    Sacks INT
    Interceptions INT
    Yards_Allowed INT
    Fumbles INT
    Touchdowns INT
)
```