NBAology Database Schema Design

Relational Schema Design:

We will have four tables:

1) Players: this holds basic information about all NBA players, such as name, height, position, and go-to play

2)Awards: this holds all NBA awards won over all years, such as MVP, Finals MVP, Rookie of the Year, Defensive MVP, and 6th Man of the Year

3)Teams: this holds all NBA teams and the years of championship wins

4)Calculated Scores: this will be populated with offensive and defensive scores. We will calculate each score based on metrics provided from the NBA2k CSV data. Each position will have a score generated differently. This is because metrics such as rebounding are not as important for a Guard and Outside shooting is not very useful for a Center. This may be handled using NoSQL

Players is at the center of the schema, as all other tables are connected to players using the player id key. This is due to the functionality of the database being to find players of similar play style and performance throughout NBA History.

Updates to initial ER:

The ER diagram was changed very drastically. We restructured the diagram to account for our 4 tables as each entity, how they are connected, and the values they contain. We also updated that we would have a table of generated scores which will be handled in our NoSQL section