Brent Porter
SWDV Capstone
3.29.2020
Week 3
Revised Design – Database

# Bears Baseball – Database Design Document

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## Database Type

For this Project I've determined a relational database design will the best route to go. My DB is made up of 11 tables that are tightly interconnected. The values will be entered into several key tables, Namely the Events Table, and the PlayerGameSplit Table. These Tables can then be used to populate and aggregate data across several other tables for Team level data and historical player data. The nature of a relational database makes the changes simple and easy to maintain. In addition to these key tables There will also be a table of admin users, a session table, a player list table, and a session table. In all the 11 tables should allow me to provide the robust experience I am looking for my users.

Based on the Feedback from my reviews, the above information is still accurate as far as DB choice, but the number of tables has been vastly reduced for MVP. I've also been able to consolidate the various stat tables into a single table.

MVP tables now include:

1. Managers
2. Sessions
3. Announcements
4. Events

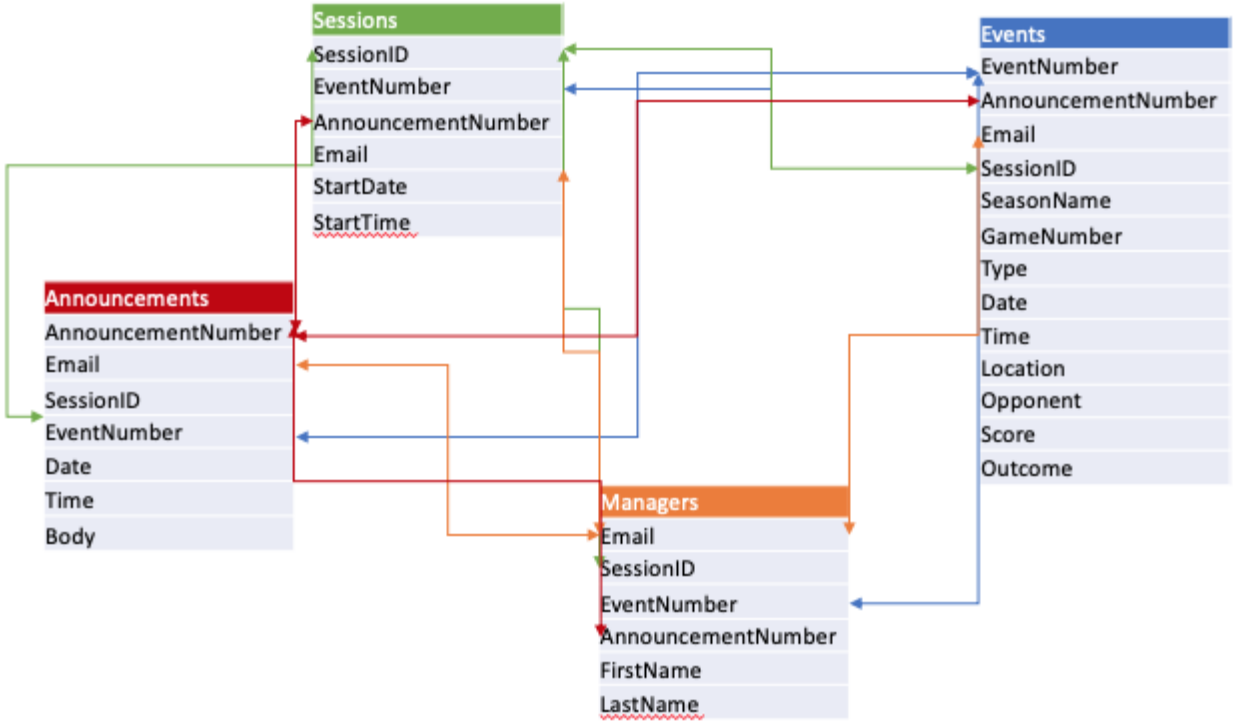
Stretch tables now include:

5. Stats
6. SeasonList
7. PlayerList

Addendums

## Entity Relationship Diagram

### MVP




### Stretch