



	... to Shot	... to Team	... to Game	... to User
Player to ...	One-to-Many Each shot is taken by a single player, but a single player can take many shots	No Relation	No Relation	No Relation
Shot to ...		Many-to-One Each shot is taken for a single team, but a single team can take many shots	Many-to-One Each shot is taken during a single game, but a single game has multiple shots	No Relation

Team to ...		Two(Many)-to-Many Two teams play in each game, but any individual team can play multiple games	Many-to-Many Each user can favorite multiple teams, and each team can be favorited by multiple users
Gamet o ...			No Relation

Relational Schema

- **Shot** (ShotID: INT [PK], Period: INT, MinutesRemaining: INT, SecondsRemaining: INT, ActionType: VARCHAR(20), ShotType: VARCHAR(20), ShotZoneBasic: VARCHAR(20), ShotZoneArea: VARCHAR(20), ShotDistance: Decimal, LocationX: Decimal, LocationY: Decimal, ShotMade: VARCHAR(5), PlayerID: INT [FK to Player], GameID: INT [FK to Game], Acronym: VARCHAR(5) [FK to Team])
- **Player** (PlayerID: INT [PK], PlayerName: VARCHAR(20))
- **Team** (Acronym: VARCHAR(5) [PK], TeamName: VARCHAR(25))
- **Game** (GameID: INT [PK], GameDate: Date, HomeTeamAcronym: VARCHAR(5) [FK toTeam], AwayTeamAcronym: VARCHAR(5) [FK To Team])
- **User** (UserID:INT [PK], Name:VARCHAR(255), Hash: VARCHAR(255), FavoriteTeam:[FK to Team])

