



# Interactive Platform for Soccer Fan

-----2022 QATAR World Cup

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## Overview

The aim of this project is to build an interactive platform for soccer fans or potential fans to share their thoughts, discuss soccer topics and participate in a variety of exciting events for the upcoming 2022 QATAR World Cup. Specifically, it allows users to follow each other, post/comment on any soccer topics, give a upvote/downvote to posts, vote for their favorite teams and join the latest activities. In addition, the city host or certified organizations are also welcome to publish or share events for its fans to participate and celebrate this long-awaited and quadrennial moment. Last but not least, If you have any question or feedback for this platform, you are free to send messages to the webmaster.

## Database Description

We will make up our own data for this project. Some general team information or topics will be obtained from the internet. There are five main entities in this application:

### Users:

1. Users are either "**hosts**" or "**fans**", after signing up, they will have globally unique ID and can set their own password. They can also optionally fill up their personal information, including birth date, gender, nation, education background etc. al .
2. Fans can *post* **posts** to the forum, *like* or *comment* on theirs or others posts to interact on this platform
3. Users can *follow* each other
4. Hosts can *create* **events** that the soccer fans can *join* at most three events via the link or the location.

### Posts:

1. Posts are *written* or edited by users. A post can only have one author, only the author can edit the post.
2. Users may *like* and *comment* on each other's posts.

### Questions/Q&A:

1. Fans can *send* **questions** like feedback and advice to the webmaster, e.g. raise technical questions etc. al. Each question only has one author.
2. Fans may help *answer* each other's questions in the Q&A section

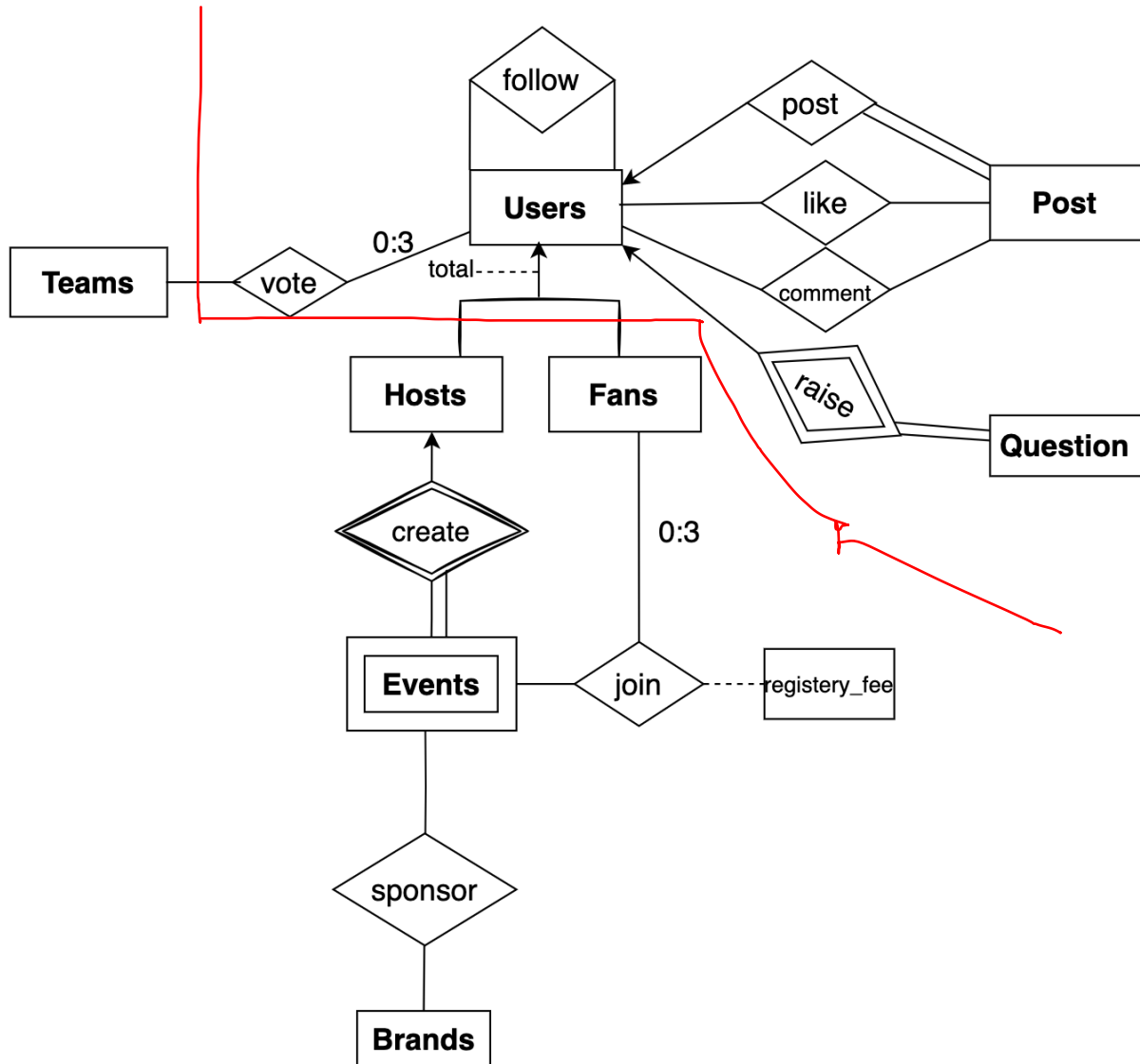
### Events:

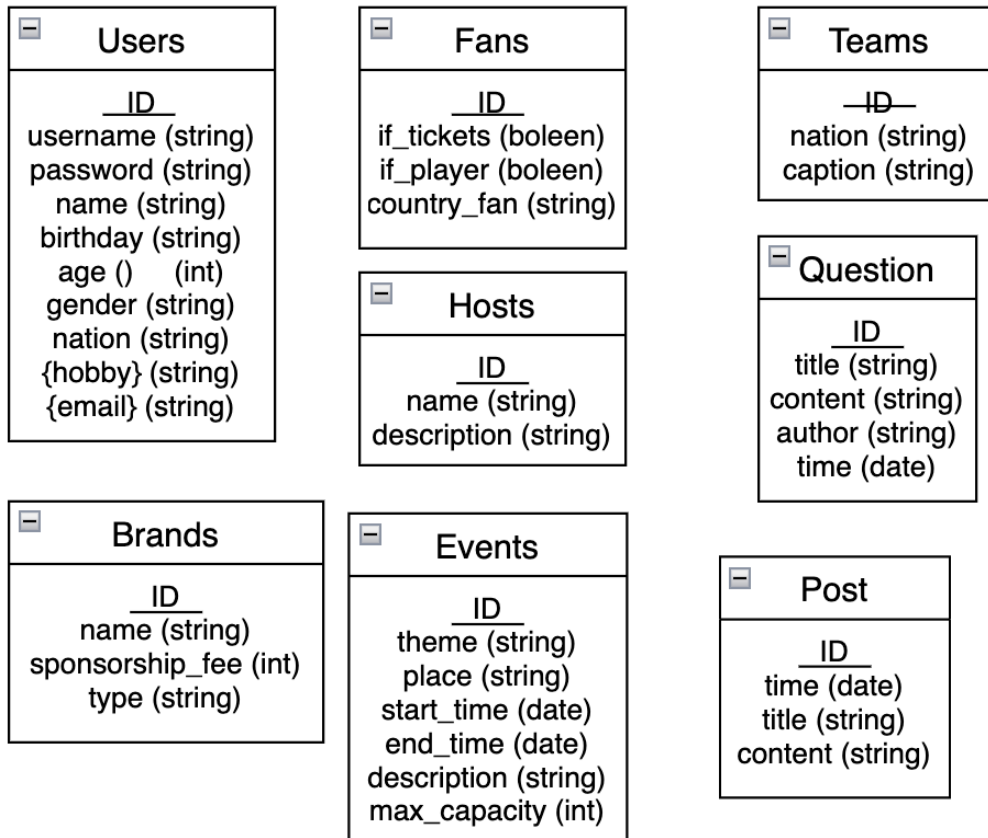
1. Events have unique ID, and can keep track of **when** and **where** the event happens
2. Events may display a link for its fans to join if it is an virtual event, or it can have a location if it is in-person
3. Event can optionally show its sponsorship information
4. Fans can *join* at most three events

### Brand:

1. Brands have their unique ID, and their names. A brand can *sponsor* multiple events

## ER diagram





## Contingency Plan

If one of the teammates drops the class, some parts of the application will be cut-off.

- There will be no *follow* relationship for users
- Each event will not have sponsorship information.
- There will be no Q&A section for users to ask questions about the website.