

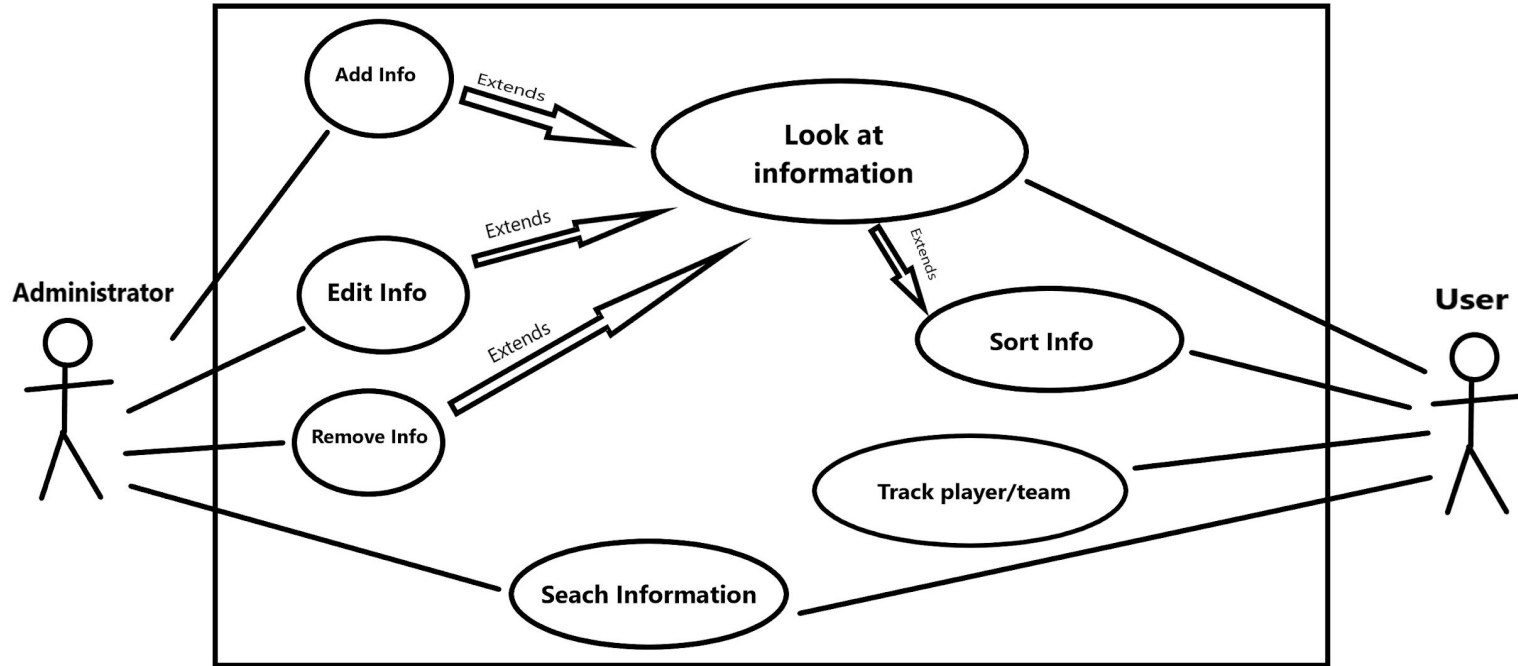
# Phase 1

Ian Lopez Chavez  
Jonathan Srinivasan

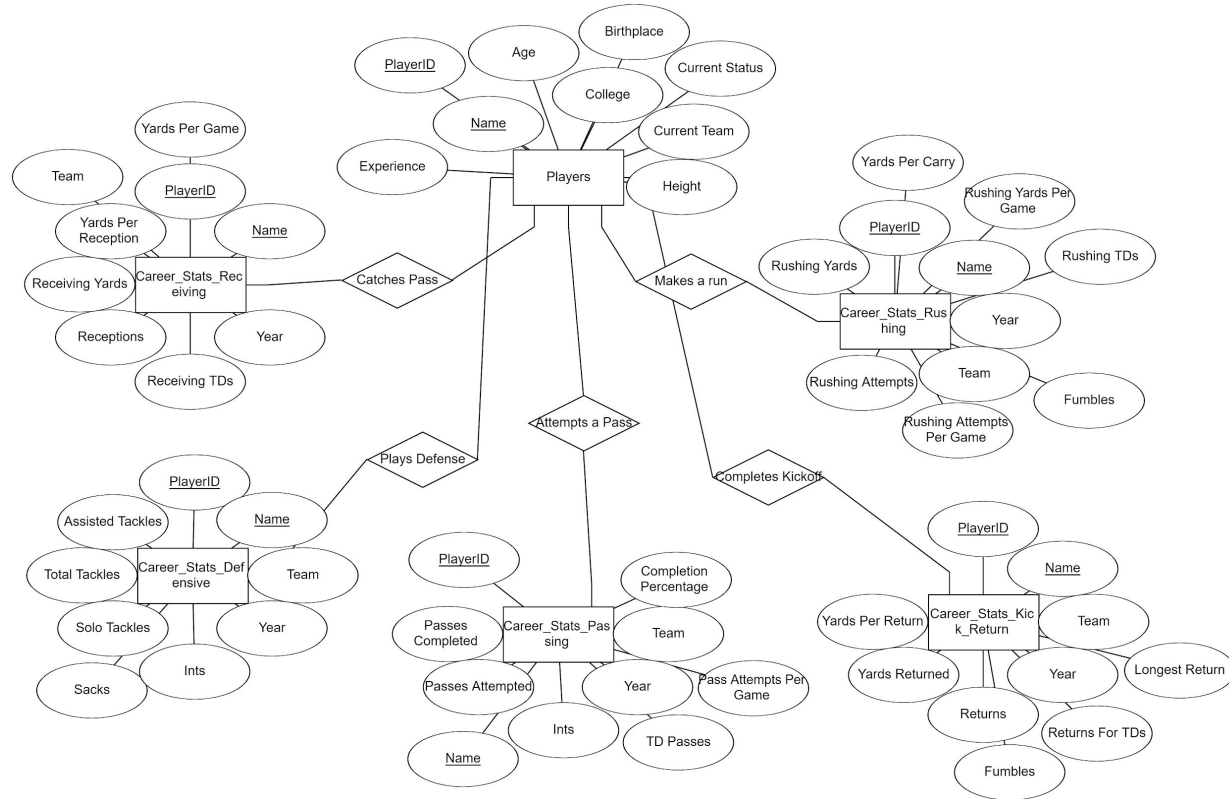
# Goal

- Create a user experience for tracking and searching player statistics in the NFL
- Be able to sort and search by player, team, year, and career information
- Allow administrators to add, edit, or remove information to create some reliability

# UML Use-Case Diagram



# E/R Diagram



# Schema

- Players(PlayerID, Name, Age, Birthplace, College, Current Status, Current Team, Experience, Height)
- Career\_Stats\_Rushing(PlayerID, Name, Year, Team, Rushing Attempts, Rushing Attempts Per Game, Rushing Yards, Yards Per Carry, Rushing Yards Per Game, Rushing TDs, Fumbles)
- Career\_Stats\_Receiving(PlayerID, Name, Year, Team, Receptions, Receiving Yards, Yards/Reception, yards/Game, Receiving TDs)
- Career\_Stats\_Passing(PlayerID, Name, Year, Team, Passes Attempted, Passes Completed, Completion Percentage, Pass Attempts / Game, Ints, TD Passes)
- Career\_Stats\_Defensive(PlayerID, Name, Year, Team, Total Tackles, Solo Tackles, Assisted Tackles, Sacks, Ints)
- Career\_Stats\_Kick\_Return(PlayerID, Name, Year, Team, Returns, Yards Returned, Yards Per Return, Longest Return, Returns for TDs, Fumbles)