

databases final project

FIFA18 Video Game Database



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Our database consists of various elements from the popular video game FIFA 18. The database includes soccer players’ personal information, their attributes, quantifiable skill level and associated clubs.

**3. Change from Phase I**

We have made some design changes to the FIFA 18 database. We decided to remove the continent relation as it did not directly relate to the goals of the project and instead added more parts to make it easier for a user to navigate and make queries to the database. In addition to the Offensive(Attack) and Defensive(Defense) skill relations we’ve also added the midfield skill relation to cover a broader range of players who may fall equidistantly between the three different categories.

Also we decided to add a new relation called “Country” that contains all the country FIFA codes as Key with the associated country names. This meant that we removed the country\_name column from the Player relation and instead added “NTC” which contains all the 3 letter FIFA country code abbreviations. Also in the Country relation, we have the country’s capital, Continent Abbreviation, sub-region, and its development status (whether or not it is a developed country).

We also made some changes to the soccer team relation. We removed the player’s associated football club from the Player relation, and instead created another relation called “Plays\_in” to link with the Player\_id from the player relation to the “Club” relation. The Club relation contains all the “Club\_id” numbers with the associated club name.

Finally, we’ve also added a attributes relation that contains a miscellaneous set of quantifiable attribute statistics to cover a broader range of skills for individual players.

**4. Loading the Database with values**

We obtained our dataset to populate out database with from Kaggle (<https://www.kaggle.com/thec03u5/fifa-18-demo-player-dataset)>, which is a renowned data science website that publishes many datasets for a variety of applications. The particular dataset contained all the data we needed to populate our data base in csv format. We used Pandas, which is a python library, to extract data from the different csv files contained in the dataset. To make the debugging process easier, we made a data extraction tool through python in several different files. Simply, each file that ends with “\_extraction.py” is responsible for extracting the data for each relation. The method of extraction was fairly simple due to the help of the pandas library. We used the pandas.read\_csv(filename, header etc.) command to read in the csv files and physically print the necessary sql commands to a sql file. We wrote to files the commands such as “DROP IF EXISTS Player” and “INSERT INTO Player” and filled out the necessary data parts by using a for loop to loop over the data extracted using the read\_csv method. The individual files that contained the extraction code outputted a sql file as a result and we ran the individual sql files on MySQL and was able to successfully populate the database.

**6. User’s guide**

1. Before proceeding with running the codes, please be sure to have either python2.7 or python3 installed each equipped with the pandas and numpy library written for the python programming language.
   1. To install pandas for python2.7: pip install pandas
   2. To Install pandas for python3: pip3 install pandas
2. Now to create the necessary sql files needed to populate the database we must run each individual \*\_extraction.py file on the command line. To run the individual python codes, please use the command: python3 replace\_with\_your\_file.sql
   1. Please first run the file createSQL.py with command python createSQL.py to create another csv file necessary for country extraction with proper FIFA abbreviation mapping
   2. Python file list: Attribute\_extraction.py, club\_extraction.py, country\_extraction.py, player\_extraction.sql, player\_preferred\_extraction.sql, player\_Value\_Extraction.py, skills\_attack\_extraction.py, skills\_defense\_extraction.py, skills\_midfield\_extraction.py
3. Once all the necessary sql files have been created, log into dbase and run the following command: \. ~/path\_to\_directory\_containing\_sql\_files/sql\_file
   1. Sql file list: attack.sql, attribute.sql, club.sql, country.sql, defense.sql, midfield.sql, player.sql, plays\_in.sql, Position.sql, Preferred.sql, Value.sql
4. As we are running the codes in dbase, please place all the php and html files in the zip file inside the public\_html folder in the home directory of your ugrad virtual machine.
   1. Move into the public\_html director
   2. Set permissions for all the php files with the command: chmod 700 \*.php and all the html files with the command: chmod 604 \*.html inside the public\_html directory.

**7. Major/Minor areas of specialization**

**8. Strengths and selling points**

We believe that we have created an user front-end interface that is visually pleasing and fairly easy to use. We’ve divided the user interface into 4 sectors on a single webpage so that the user can navigate between the different functions of the 4 different pages through a single link.

We also believe that we have done a good amount of basework to alleviate encoding issues with the imported names and soccer club names. As many of the proper nouns obtained in the dataset had some components that were not part of the standard ASCII character set, we struggled at first to obtain a fully comprehensive database due to some characters being broken up in the process. However, we were able to fix the issues with writing code inside the sql files that decoded and set the correct parameters for foreign characters and by changing the defauly settings of acceptable language on dbase to utf8 from latin1. We realized that we were able to simplify this process by changing the acceptable standards of the database rather than process the dataset itself to fit into the database.

**9. Limitations and suggested improvements**

We believe that we could have done a better job with normalization of the names of the soccer players. As in the real game FIFA18, some of the players’ names were not given in the standard format where the player’s first initial is followed by his full last name(e.g. C. Ronaldo). Some names only contained last names and therefore caused some issues with being able to sort the names in easy-to-search proper order. In order to improve this issue, we believe that it would be better to use data mining applications and instead obtain data from the official soccer federation website to obtain last and first names separately to resolve the sorting issue.

**10. Code from elsewhere**

Pandas Library (Python)

To extract data from the given csv files, we imported the python pandas library to assist the process.

W3schools (php and html template)

Also while we have mostly self learned the php components of creating a front-end interface for the user, to make the design more visually appealing, we integrated our php code into templates we were able to find from a tutorial site called w3schools. While learning how to create drop down menus, we found it easier to embed contents of the html file into the php file, so we decided to combine the two files instead.

**11. Project Output**

**12. Relational Table Specification**

**13. Code Hard Copy**

Representative sample of SQL files used to populate database

(attack.sql)

1. #Populate database with Attack(offensive) skills relation
2. DROP TABLE IF EXISTS Attack;
3. CREATE TABLE Attack(Player\_id INT, CF INT, LF INT, LS INT, LW INT, RF INT, RS INT, RW INT, ST INT);
4. INSERT into Attack values(20801, 91.0, 91.0, 92.0, 91.0, 91.0, 92.0, 91.0, 92.0);
5. INSERT into Attack values(158023, 92.0, 92.0, 88.0, 91.0, 92.0, 88.0, 91.0, 88.0);
6. INSERT into Attack values(190871, 88.0, 88.0, 84.0, 89.0, 88.0, 84.0, 89.0, 84.0);
7. INSERT into Attack values(176580, 88.0, 88.0, 88.0, 87.0, 88.0, 88.0, 87.0, 88.0);

(attribute.sql)

1. #populate database with Attributes relation
2. DROP TABLE IF EXISTS Attributes;
3. CREATE TABLE Attributes(ID INT, Acceleration INT, Aggression INT, Agility INT, Balance INT, Ball\_control INT, Composure INT, Crossing INT, Curve INT, Dribbling INT, Finishing INT, Free\_kick\_accuracy INT, GK\_diving INT, GK\_handling INT, GK\_kicking INT, GK\_positioning INT, GK\_reflexes INT, Heading\_accuracy INT, Interceptions INT, Jumping INT, Long\_passing INT, Long\_shots INT, Marking INT, Penalties INT, Positioning INT, Reactions INT, Short\_passing INT, Shot\_power INT, Sliding\_tackle INT, Sprint\_speed INT, Stamina INT, Standing\_tackle INT, Strength INT, Vision INT, Volleys INT);
4. INSERT into Attributes values(20801, 89, 63, 89, 63, 93, 95, 85, 81, 91, 94, 76, 7, 11, 15, 14, 11, 88, 29, 95, 77, 92, 22, 85, 95, 96, 83, 94, 23, 91, 92, 31, 80, 85, 88);
5. INSERT into Attributes values(158023, 92, 48, 90, 95, 95, 96, 77, 89, 97, 95, 90, 6, 11, 15, 14, 8, 71, 22, 68, 87, 88, 13, 74, 93, 95, 88, 85, 26, 87, 73, 28, 59, 90, 85);
6. INSERT into Attributes values(190871, 94, 56, 96, 82, 95, 92, 75, 81, 96, 89, 84, 9, 9, 15, 15, 11, 62, 36, 61, 75, 77, 21, 81, 90, 88, 81, 80, 33, 90, 78, 24, 53, 80, 83);
7. INSERT into Attributes values(176580, 88, 78, 86, 60, 91, 83, 77, 86, 86, 94, 84, 27, 25, 31, 33, 37, 77, 41, 69, 64, 86, 30, 85, 92, 93, 83, 87, 38, 77, 89, 45, 80, 84, 88);

(club.sql)

1. #Populate database with club relation
2. DROP TABLE IF EXISTS Club;
3. CREATE TABLE Club(Club\_id INT, Club\_name VARCHAR(40));
4. INSERT into Club values(0, "");
5. INSERT into Club values(1, "CD Leganés");
6. INSERT into Club values(2, "BSC Young Boys");
7. INSERT into Club values(3, "River Plate");
8. INSERT into Club values(4, "Chicago Fire Soccer Club");
9. INSERT into Club values(5, "Central Coast Mariners");
10. INSERT into Club values(6, "SK Sturm Graz");
11. INSERT into Club values(7, "FC Basel");
12. INSERT into Club values(8, "Vitória Setúbal");

(country.sql)

1. DROP TABLE IF EXISTS Country;
2. CREATE TABLE Country(NTC VARCHAR(3), Country\_Name VARCHAR(20), Capital VARCHAR(20), Continent VARCHAR(2), Development VARCHAR(20), Sub\_region VARCHAR(35));
3. INSERT into Country values("AFG", "Afghanistan", "Kabul", "AS", "Developing", "Southern Asia");
4. INSERT into Country values("ALB", "Albania", "Tirana", "EU", "Developed", "Southern Europe");
5. INSERT into Country values("ALG", "Algeria", "Algiers", "AF", "Developing", "Northern Africa");
6. INSERT into Country values("ANG", "Angola", "Luanda", "AF", "Developing", "Sub-Saharan Africa");
7. INSERT into Country values("ATG", "Antigua & Barbuda", "St. John's", "NA", "Developing", "Latin America and the Caribbean");
8. INSERT into Country values("ARG", "Argentina", "Buenos Aires", "SA", "Developing", "Latin America and the Caribbean");
9. INSERT into Country values("ARM", "Armenia", "Yerevan", "AS", "Developing", "Western Asia");
10. INSERT into Country values("AUS", "Australia", "Canberra", "OC", "Developed", "Australia and New Zealand");
11. INSERT into Country values("AUT", "Austria", "Vienna", "EU", "Developed", "Western Europe");

Phase I

1. **List of Potential English Questions**
   1. Which player has the highest “Overall” Stat? (List all ties)
   2. List the nationality and ID of all players with the highest wages.
   3. List the club name and average wage of players by soccer club name.
   4. List all the teams that are located in Spain.
   5. List all players with “LB (Left Back)” stat higher than total LB stat average of all players.
   6. List the player who is a striker and has the highest potential to be a goal keeper.
   7. List players with more than one preferred position.
   8. List the top ten strongest players in the FIFA 18 database.
   9. List the 5 countries with the respective players that have the highest chance of scoring in a penalty kick
   10. List the most valuable club in the database.
   11. At what age do players have the highest overall average?
   12. List the fastest and the slowest player on the database.
   13. List the player name, age, and offensive stats for “Real Madrid” players
   14. Make the best team possible for a 4-3-3 formation where the players are from Spain.
   15. Who would most likely win between Real Madrid and Barcelona based on player stats.
2. Relational Model

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| |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | **Player** | Player ID | Name | Nationality | Age | Team | Overall | |  | 1179 | G. Buffon | Italy | 39 | Juventus | 89 | |  |  |  |  |  |  |  | | **Offensive Stat** | Player ID | Finishing | Dribbling | Agility | Acceleration |  | |  | 155862 | 80 | 90 | 76 | 89 |  | |  |  |  |  |  |  |  | | **Defensive Stat** | Player ID | Aggression | Interception | Strength |  |  | |  | 155462 | 40 | 78 | 95 |  |  | |  |  |  |  |  |  |  | | **Team** | Team Name | Country | Continent |  |  |  | |  | Real Madrid | Spain | Europe |  |  |  | |  |  |  |  |  |  |  | | **Continent** | Continent Name | Country Name | GDP (USD Tn) | Life Expectancy | Crime Rate Ranking |  | |  | Asia | Japan | 4.9 | 83 | 12 |  | |  |  |  |  |  |  |  | | **Finance** | Player ID | Wage (Mn) | Net Worth (mn) |  |  |  | |  | 1179 | 4 | 50 |  |  |  | |  |  |  |  |  |  |  | | **Position** | Player ID | Preferred Position |  |  |  |  | |  | 1179 | ST |  |  |  |  | |  |
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v) SQL Statements

Make the best team possible for a 4-3-3 (plus goal keeper) formation where the players are from Spain.

SELECT P.playerid

FROM Position as O,

(SELECT P.playerid

FROM Player as P

WHERE P.nationality = “Spain”) as S1

WHERE P.playerid = O.playerId AND O.preferredposition = “ST” AND

P.overall = (SELECT MAX(Overall)

FROM Player as P, Position as O

WHERE P.playerid = O.playerId AND O.preferredposition = “ST”);

\*NOTE: Repeat this procedure 11 times for all the other positions involved in the 4-3-3 formation (e.g. LW, ST, RW, LM, CM, RM, LB, CB, CB, RB, GK) and put together which a stored SQL procedure so output is integrated as one answer.

vi) Plan for loading database

We will download a comprehensive FIFA 18 player stat data from Kaggle.com from <https://www.kaggle.com/thec03u5/fifa-18-demo-player-dataset>. We have not found appropriate database for country/continent stats, but are likely to collect from UN or CIA World Factbook website. The data collected will be in form of csv.

Some issues we have noticed are that some team names and player names display invalid broken text. This is probably because the original name or team name contains special characters that cannot be recognized in csv format. We will attempt to find a way to convert all of them to standard English so they are readable. Hopefully we do not have to convert them by hand one by one.

vii) Type of result we wish to generate

We wish to provide hardcore FIFA 18 gamers with the most optimal set of players to use for creating their team. Users of this database, will be able to input their general preferences about their dream team and be able to obtain several viable dream team options.

viii) Specialized/advanced topics

We plan on including advanced SQL topics during project implementation. To create the best team formation different combinations of player formations need to be formatted in a comprehensive way.