

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.

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.