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CS 353

**Database Project Review Assignment**

We have organized our critiques of the Fantasy Football database proposal and have layed out several issues / ideas that should be addressed. These issues may be a misinterpretation of the proposal or a de facto error in the database. Please inspect the following amendments to the database project.

**Issues / Ideas:**

1. The ER diagram shows a 1:1 relationship between User and Team, but there is not total participation by the User.... /\* Maybe not every registered user has to own a team? \*/ In the description of team, it says a user may or may not own a team. This should probably be in user, but does state the non total participation
2. The attribute "position" shows as a multi-valued attribute of Player. There should be constraints on this attribute or one player could play every position...
3. Add an attribute "logo" and additional "color" attributes (color 1, color 2, color 3) to the Team entity to allow for more personalization by the User.
4. I think the Player entity should be changed so that one player can play for more than one team...due to the limited amount of players available to choose from (around 1700 NFL players)
   1. This problem can be solved easily if they just change playerIC1 so that a player can play for more than one team, but only for one team within each division.
5. Perhaps divisions should be able to have "playoffs" with other divisions, say, between two groups of friends? (This can not be if divisions can reuse players (our number 4) )
6. Divisions needs a constraint to keep below 12 registared teams
7. Perhaps teams should have the ability to be ranked overall (for bragging rights, etc.) so Users can see how well they stacked up to everyone else who plays fantasy football. This would allow Users to see what kind of players are in the best teams (so they can learn for next year maybe.
8. Since the player entity tracks points, does this mean that there are no trades in the league?
9. Does the friend entity serve any functional purpose in this application?
10. What determines the score attribute for each team during a game?
11. What determines a players performance during a game?
12. Integrity Constraint IC3 says that there can be no ties, but there is no tie-breaker specified.
13. Integrity Constraint userIC1 says that a user has a salary cap of $20 million to $40 million
    1. No salary attribute for the Player entity
    2. Team would need a calculated attribute which adds up the team salary
    3. The lower bound makes no sense for a salary cap
14. "The size is given by the league" This refers to the size of the division. Should league be defined in the ER or the program? Is this program used by leagues and size is a setting? Are players only used once in each league?