

What we changed in project track 1 stage 2:

For the ER diagram, we corrected arrows that are incorrect. We removed foreign keys in the ER diagram for each data table, we adjusted the Game to Shot arrow to one-to-many. This means one game can have many shots, but each shot can only belong to one game. We also adjusted the arrow between player and shot to one-to-many. Each shot must have exactly one player and each player can have 0 or many shots. In the Favorite_Team attribute, it is only one attribute, Team_Name. Even though Team's primary key is (Team_Name, Season), the way we structured our databases, we would accept data from any year in the user's Favorite_Team. This is why Favorite_Team only contains one attribute.

We also changed our database schema. During the process of collecting data, we realized that some columns needed different types, and we could add more columns to our tables to increase the complexity of our data.