



teamsDB:

team_id: [taken from NHL api]
 team_name: [NHL team name]
 status_id: [0 = not qualified;
 1 = eliminated – 1st rd
 2 = eliminated – 2nd rd
 3 = eliminated – 3rd rd
 4 = eliminated – 4th rd
 5 = active]

pool_entry table;

PoolTeamName: [QuadSquad]
 GM: [GM Name]
 Email:
 Hometown:
 Country:
 Pay Status: [NotPaid, PayPal, Cheque, Cash, Coupon]
 Pay Amount:
 Status: [Incomplete, complete]

pool_entry

pool_team

...

25*

ID, Name, Team, G, A, W, SO, Pts, State

JHP_Design.pptx - Design doc

jhp.py – Database modification functions

players-update.py - modifies playersDB (two tables: active_players, all_players - also gets data from teamsDB

pool-entry.py – routines for Pool table registration and player selection

teams-update.py - initiates teamsDB and teams table. Records which team is active, etc.

PoolDB

Pool has table

Each poolEntry has a table.

registration() {
 pool_entry table;
 PoolTeamName: [QuadSquad]
 GM: [GM Name]
 Email:
 Hometown:
 Country:
 Pay Status: [NotPaid, PayPal, Cheque, Cash, Coupon]
 Pay Amount:
 Status: [Incomplete, complete]
}

poolUpdate() {
 entry_stats table;
 currentPoints
 currentRank
 morningRank
 morningPoints
 active
 duds
 rookie
 prize
}

playerSelection() {
 entry_players table;
 25* playerID.
}

activePlayers table;
Player_id, player_name, team_id, team_name, player_type, goals, assists,
wins, shutouts, c_points, p_points (previous), status_id (0-5), selected,