**RV College of Engineering®, Bengaluru – 59**

**Department of Computer Science and Engineering**

**Database Design Laboratory (18CS53)**

**Synopsis**

|  |  |  |
| --- | --- | --- |
| **TITLE eSports Community** | | |
| **TEAM** | USN 1RV18CS096 | Name Nachiket G Kallapur |
| USN 1RV18CS102 | Name Neil Nagaraj Havanur |

1. **Introduction**

eSports is a form of sport combination using video games. It is a billion-dollar industry today with year-on-year growth of 15% in 2020. But it is sad to say that this lacks a good community globally wherein the stakeholders discuss to have collateral improvement. It is very difficult for a fresher to join the sports club or even for an existing player to change his team. Till today these tasks take place unsystematically, mainly by personal contacts.

1. **Existing System**

There is no such an existing system of such type. Discord, Steam, YouTube etc are used by the players today are to increase their personal name and fame but not for collateral development or professionalism. This is the reason it is highly difficult for a fresher to get into this. Even it is difficult for companies to have business relationship.

1. **Proposed System**

The proposed system is a professional community which consists of databases of players, games, clubs and companies. This platform allows users to create their profile with their gaming skills like survival and combat skills. Here players will be exposed to any competitions that are being conducted and even recruitment drives. Companies can go through the profiles of each and every club and if they feel interested, they can invest in them.

**Relational Database Structure**

The main entities and data stored are:

* User Profile – Contains user personal data
* Games – Contains names of games along with description and age restriction
* Clubs – Contains club data like name, established date, net worth
* Company details – Contains company name, field of interest for business relationship

1. **RDBMS AND NoSQL Integration**

NoSQL database will store skills data, proof that identifies the level of performance of the player along with media related to above RDBMS entities. The event details, recruitment drives are also stored on NoSQL database. The above-mentioned RDBMS structure and NoSQL have very less interdependency. This is preferred as all of these connections will be established by asynchronous calls.

1. **Societal Concern**

This system can help the day to day gamer to easily find suitable upcoming games and join the relevant community, along with making a career by getting sponsored by companies. Most of the players nowadays are mobile gamers since it's the cheapest technology, so people can build a career on this profession with the help of this project. An increase in the solidified eSports community will also help increase the revenue of the country.