FIFA WORLD CUP DATABASE MANAGEMENT

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OVERVIEW:

- > The main objective of this project is to create a database which maintains the information about the Soccer World Cup. It allows users to access and manage data about the sponsors, teams, and individual player profiles.
- > This database includes relevant details of the team players, match outcomes, team and player goals, information on the coaches of the sides, the location of the stadium etc. which assists the FIFA administration for marketing and player performance analysis.

EXPLANATION:

S.NO	ENTITIES	DESCRIPTION			
1.	Players	This entity provides information regarding the player, specifies about the biography. The attributes are Player ID(primary key), Name, Nationality, DOB, Position, Jersey number and Preferred Foot.			
2.	Stadium	This entity presents data about the stadium where the match is held, and the essential attributes are Stadium ID(primary key), Stadium Name, City, Country, Capacity, Ticket Price and Pitch Condition.			
3.	Match	This entity has the information about the type of match and when it is performed and the attributes are Match ID(primary key), Match Type, Date, Stadium Name and MVP.			
4.	Statistics	This entity defines the information about the results and goals of the match, and the attributes are Match ID(primary key), Team ID(foreign key), Goals, Fouls, Corners, Offsides and Total Distance covered.			
5.	Title sponsors	This entity describes the details about the company who decided to sponsor the trophy. The attributes of this relation are Company Name(primary key), Business Domain, and Country.			

6.	World cup	This entity gives the information about the year when the match is held and the winning team. The attributes of this relation are Year(primary key), Title Sponsor, Winning Team, Man of the Match.
7.	Team Details	This entity provides the details about the team by whom they are trained and the sponsors of the team. The attributes of this relation are Captain ID(primary key), Year and Year ID(as foreign keys), Coach Name and Sponsor Name.
8.	Team	This entity consists of the particulars of the team on how it is identified and the head who manages it. The attributes are Team ID(primary key), Team Name and Team Manager.
9.	Referee	This entity describes the information about the referee and his/her experience in the field. The attributes are Referee ID(primary key), Referee Name, Country, and Years of Experience.
10.	Year Wise Player Details	This entity presents information on a player year-by-year performance. The attributes of this relation are Year(primary key), Team ID and Player ID(as foreign keys), Total Goals, Total Fouls, Total Saves, Total Freekicks, Total Corners and Total Offsides

E-R DIAGRAM:

