FIFA WORLD CUP DATABASE MANAGEMENT

BACKGROUND:

Every four years, the FIFA World Cup is held, featuring national teams made up of athletes from all over the world. For the organization of the entire event, FIFA management must maintain track of several things. Teams, coaches, sponsors, and other parties are interested in using this information for business appraisal, player and team performance analysis, etc. Players each has individual player IDs. A player can often only be on one team at a time. We keep track of each player's name, age (birthdate), nationality, position (such as striker, defender, midfielder, or goalkeeper), jersey number, and strong foot. Frequently, match records are retained so that they can compare the performances of the teams and their players in future matches or post the highlights on the website. We keep track of all the players' goals, fouls, corners, offsides, and other stats for every game. We also keep track of the players of the match, the stadium's location, the teams' names, the winning team's name, the match's date, the referees' names, the kind of match (Group stage, Knock-out stage), etc. This database is kept up to date for the stadiums and includes information about the city, country, audience size, and pitch conditions. We keep track of sponsors, teams, the winning team, the runner-up team, and other information for each World Cup season. We keep track of each team's players, coaches, sponsors, owner, year, revenue, captain, etc.

MISSION STATEMENT/OBJECTIVE:

A database that manages the information from the Soccer World Cup is what we want to create and install. This database allows users to access and maintain information about sponsors, teams, and individual player profiles. The FIFA administration can use this database for a variety of things, including marketing and player performance analysis. We should be able to access data on the teams' players, match outcomes, team and player goals, information on the coaches of the sides, the location of the stadium where the game was played, etc. Utilize graphics and tools for data visualization to assist users in comprehending and analyzing tournament data, including trends in team performance and match statistics.

SCOPE:

External views of various kinds can be inserted. This implies that various user categories may view various subsets of the database schema. The World Cup organizers have access to all the information. But since not everyone can have access to all the data, different teams might see some sections of the database. The World Cup audience/users experience is analogous. The FIFA website might use the complete database as a backend.