

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.	WORLD CUP	This entity provides information regarding the World Cup, specifies about all the relationship attached to it. It has its primary key as World Cup ID and other attributes as Winning Team, Man of the tournament. It has one to many relationships with the entities TEAM, STADIUM, REFEREE and SPONSOR.
2.	STADIUM	This entity presents data about the stadium where the match is held, and the essential attributes are Stadium ID (primary key), World Cup (Foreign ID), Stadium Name, City, Country, Capacity, Ticket Price, and Pitch Condition. It has one to many relationship with MATCH entity and many to one relationship with WORLD CUP.
3.	REFEREE	This entity governs the rules and conditions of the match. It has the power to make decision during the game being played. Attributes are Referee ID (primary key), World Cup (foreign key), years of experience. It has many to one relationship with WORLD CUP and one to many relationship with MATCH REFEREE (Associative entity)
4.	MATCH REFEREE	MATCH_REFEREE is an associative entity between the entities MATCH and REFEREE. MATCH and REFEREE has one to many relationship with MATCH_REFEREE. MATCH_REFEREE entity has the following attributes

		Match referee ID (Primary Key), Match ID_(Foreign Key 1) and Referee ID (Foreign Key 2).
5.	MATCH	This entity has the data about a particular match history. Attributes consists of Match ID (primary key), Stadium ID (Foreign key), Match type, Date, MVP. It has one to many relationships with PLAYER STATISTICS, MATCH STATISTICS (Associative entity) and MATCH REFEREE (Associative entity). It also has many to one relationship with STADIUM.
6.	MATCH STATISTICS	MATCH_STATISTICS is an associative entity between the entities TEAM and MATCH. TEAM and MATCH has one to many relationship with MATCH_STATISTICS. MATCH_STATISTICS has the following attributes Statistics ID_(Primary key), Team ID_(Foreign Key 1), Match ID_(Foreign Key 2), Goals, Fouls, Corner, Offside and Total Distance.
7.	SPONSORS	This entity describes the details about the company who decided to sponsor the trophy. The attributes of this relation are Sponsor ID (primary key), World Cup (foreign key), Sponsor Name, Sponsor Amount, Business Domain. It has one to many relationship with TEAM and many to one relationship with WORLD CUP
8.	PLAYER	This entity has attributes as Player ID (Primary key), Team ID (Foreign Key), Date of Birth, Position, Jersey Number and Strong Foot. PLAYER entity also has one to many relations with the entity PLAYER_STATISTICS and many to one relationship with Teams.
9.	TEAM DETAILS	This entity provides the details about the team. It has the following attributes Team details ID (Primary Key), Team ID_(Foreign Key), Formation, Captain name, Vice-Captain name and Kit Color. Team details has many to one relationship with TEAM.
10.	TEAM	This entity consists of the particulars of the team on how it is identified and the head who manages it. It has attributes as following Team ID (Primary Key), Sponsor ID_(Foreign key 1), World cup ID_(Foreign key 2), Nationality and Team manager. TEAM has one to many relations with entities TEAM DETAILS, PLAYER, and MATCH_STATISTICS (Associative Entity). It has many to one relationship with SPONSOR.
11.	PLAYER STATISTICS	This entity presents information on a player's performance on that particular year. It has the following attributes Player Stats ID (Primary key), Player ID (Foreign key 1), Match ID_(Foreign Key 2), Total goals, Total saves, Total fouls, Total offsides, Total freekicks and Total corners. It has a many to one relationship with PLAYER AND MATCH.

FINAL ENTITY-RELATIONSHIP DIAGRAM:



