ITEC 3200

Executive Summary

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Executive Summary

This project is about creating a database for a chess tournament, including all information about a game (they may publish interesting game for later).

Entities for the tournament would be: PLAYER, GAME, MOVE.

Also, for the publishing books and review after the tournament, we'd need 2 more entities: RATER and RATING.

A game will be between 2 players, and including many turns (move). A rater can give rating about a game.

We'd use chess-notation in the field movement of table MOVE.

The database will be implemented using Microsoft Access 2010.

ER Diagram/Schema

PLAYER(<u>P_ID</u>, Name, BrithDate, Gender, Address, City, State, Country, Zipcode, Phone)

GAME(<u>Game_ID</u>, Round, Player1, Player2, PlayingDate, TimeLimit, Result)

      Fk: Player1 ➔ PLAYER

           Player2 ➔ PLAYER

MOVE(<u>Game_ID</u>, <u>Turn_No</u>, Movement)
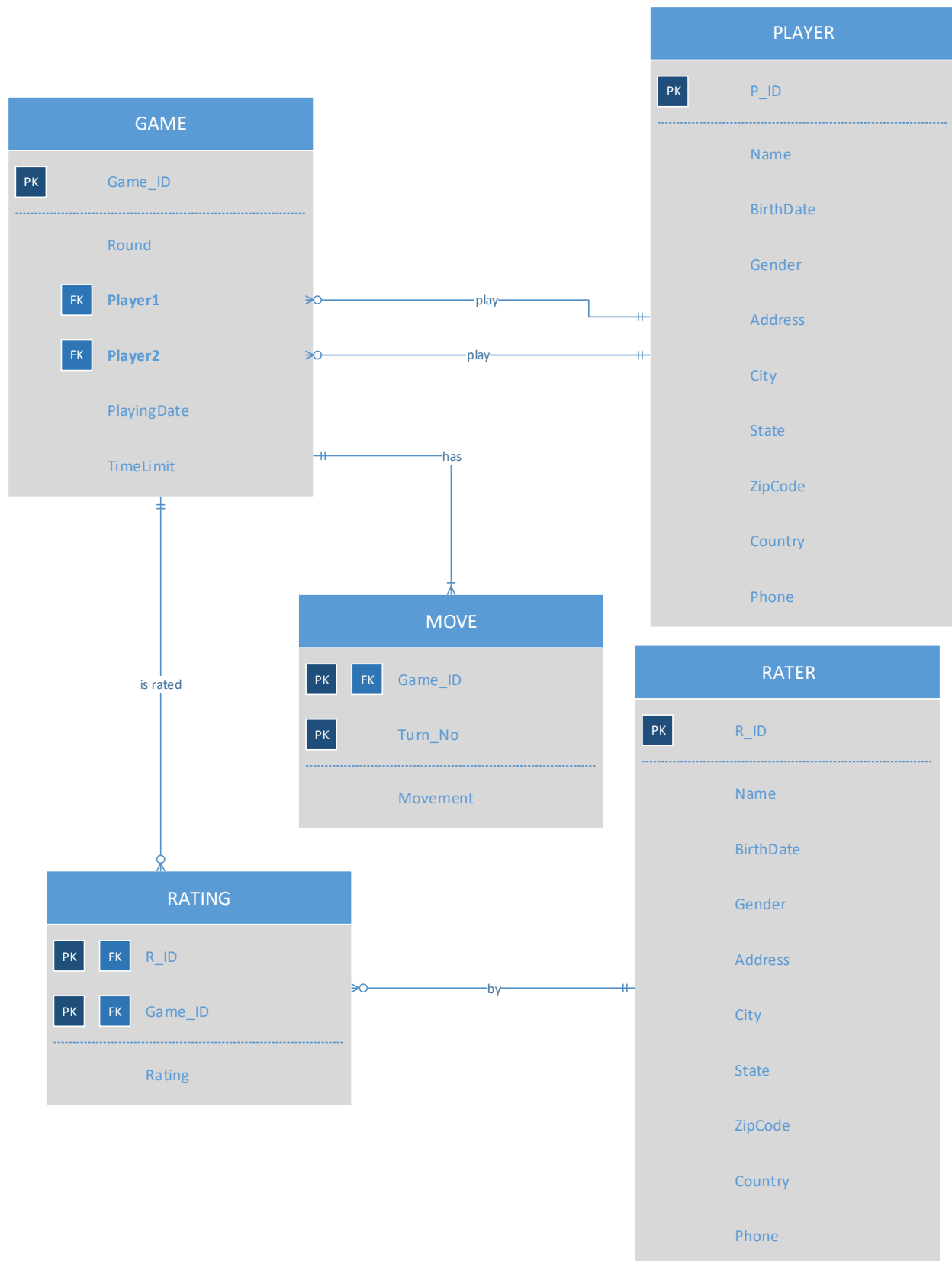
    Fk: Game_ID ➔ GAME

RATER(<u>R_ID</u>, Name, BrithDate, Gender, Address, City, State, Country, Zipcode, Phone)

RATING(<u>R_ID</u>, <u>Game_ID</u>, RATING)

Fk: R_ID ➔ RATER

    Game_ID➔ GAME

GAME

PK	Game_ID
	Round
FK	**Player1**
FK	**Player2**
	PlayingDate
	TimeLimit

PLAYER

PK	P_ID
	Name
	BirthDate
	Gender
	Address
	City
	State
	ZipCode
	Country
	Phone

MOVE

PK	FK	Game_ID
PK		Turn_No
		Movement

RATING

PK	FK	R_ID
PK	FK	Game_ID
		Rating

RATER

PK	R_ID
	Name
	BirthDate
	Gender
	Address
	City
	State
	ZipCode
	Country
	Phone

play

play

has

is rated

by

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Query Implementation

Query 1

- List of official games (non-practice), has more than 50 turns.

Query 2

- List of game sorted by PlayingDate ascendingly.

Query 3

- Number of game and number of turns in the longest game.

Query 4

- List of games along with names of players.

Query 5

- List of games along with names of winners.

Query 6

- Player and number of victories.

Query 7

- Victories of specific players.

Query 8

- List all the 'check' moves.

Query 9

- The player won most.

Query 10

- List of games which are not rated yet.

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Forms and Reports

The Custom Form will be based on GAME table as mainly. It is also designed with lot of features:

- There 3 tab:

    o The first tab will include all the field of GAME table. Additionally, 2 combo boxes are designed to pick 2 PLAYER and replaced that 2 foreign keys text boxes as well..

    o The second tab is the subform of MOVE table, and it's designed to autofill the Turn_No.

    o The third tab is the subform of RATING table, and its RATER field is designed as a combo box. When an R_ID is selected, the Rater's name and country will be automatically shown as well.

There are 2 reports:

- Tabular Report is about the GAME table.

- Group Report is about RATER and their RATING, group by RATER.