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## **UE21CS351A: Database Management System**

### **MINI PROJECT USER REQUIREMENT SPECIFICATION**

#### **Table of Contents**

##### **Introduction**

- Purpose of the project

The purpose of this project is to develop a comprehensive and efficient database management system for a football league. The organization focuses on managing information related to teams, players, stadiums, leagues, league standings, team achievements, and player achievements. This system aims to streamline the management and analysis of data pertaining to various aspects of football, including team performance, player statistics, and league standings.

- Scope of the project

The scope of this project encompasses the design, development, implementation, and maintenance of a relational database system tailored to the specific needs of a football league. The system will provide user-friendly interfaces for data entry, retrieval, and reporting. It will also incorporate security measures to protect sensitive data and ensure data integrity. While the initial scope covers core features, the system should allow for future scalability and integration with other systems as the organization's needs evolve.

##### **Project Description**

- Project overview

The project involves the creation of a robust and user-friendly database management system to facilitate the organization's operations related to sports management. It will serve as a centralized repository for information on teams, players, matches, stadiums, leagues, league standings, team achievements, and player achievements. Users will be able to interact with the system to perform various tasks such as adding teams, recording match results, updating standings, and tracking player achievements.

- Major project functionalities

The major functionalities of the system include:

a) Team Management: This feature allows users to add new teams, specifying team details such as name, founding year, stadium, and city. Users can also add players to teams by providing player information, including first name, last name, date of birth, position, and nationality.

b) Stadium Information: Users can input stadium information, including stadium name, capacity, and city. This data is useful for scheduling matches and managing venue logistics.

c) League Management: This functionality allows users to create new leagues, specifying league name, country, and the number of participating teams. It serves as a foundation for organizing competitions.

d) League Standings: Users can update and view team standings within a league. This includes information such as team position, points, matches played, wins, draws, losses, goals for, goals against, and goal difference.

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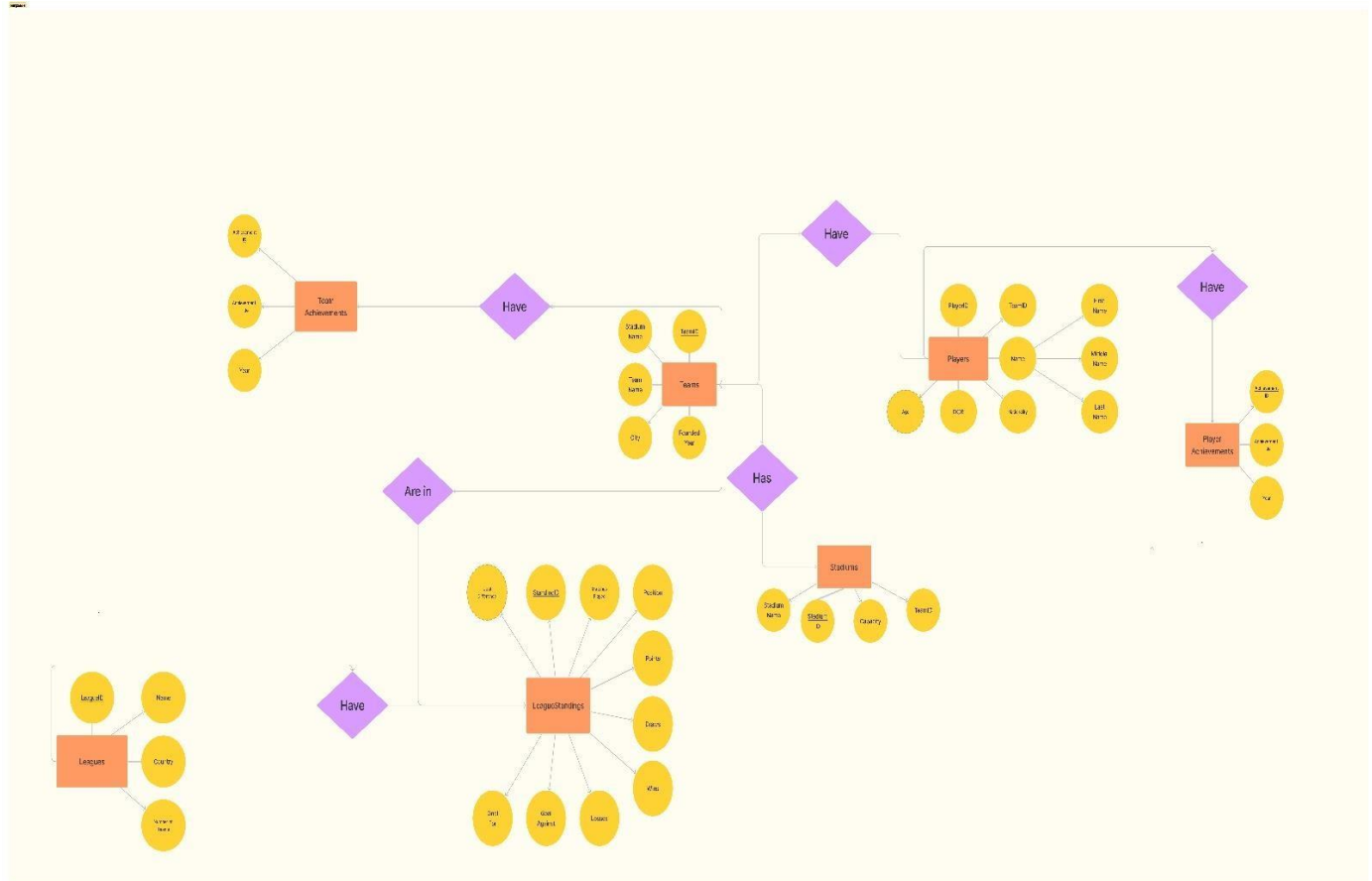
e) Player Achievements: This feature allows users to add player achievements, including individual awards, records, or milestones. Users input achievement titles, descriptions, and the year of achievement.

## **System Features and Function Requirements**

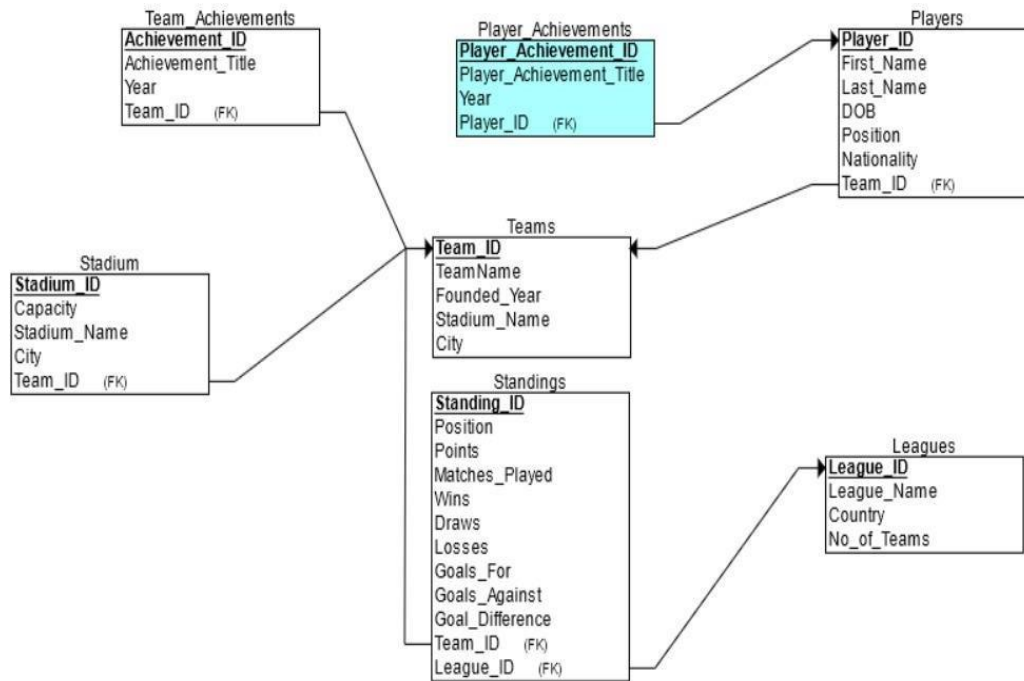
- System Feature 1: Team Management
  - Functional Requirement:
    - Entities involved: Teams, Players
    - Input required: TeamName, FoundedYear, StadiumName, City for creating a new team.
    - Input required: FirstName, LastName, DateOfBirth, Position, Age, Nationality for adding a player to a team.
- System Feature 2: Stadium Information
  - Functional Requirement:
    - Entities involved: Stadiums
    - Input required: StadiumName, Capacity, City for adding new stadium information.
- System Feature 3: League Management
  - Functional Requirement:
    - Entities involved: Leagues
    - Input required: LeagueName, Country, NumberOfTeams for creating a new league.
- System Feature 4: League Standings
  - Functional Requirement:
    - Entities involved: LeagueStandings, Teams

- Input required: Position, Points, MatchesPlayed, Wins, Draws, Losses, GoalsFor, GoalsAgainst, GoalDifference for updating team standings.
- System Feature 5: Team Achievements
  - Functional Requirement:
    - Entities involved: TeamAchievements, Teams
    - Input required: AchievementTitle, AchievementDescription, Year for adding team achievements.
- System Feature 6: Player Achievements
  - Functional Requirement:
    - Entities involved: PlayerAchievements, Players
    - Input required: AchievementTitle, AchievementDescription, Year for adding player achievements.

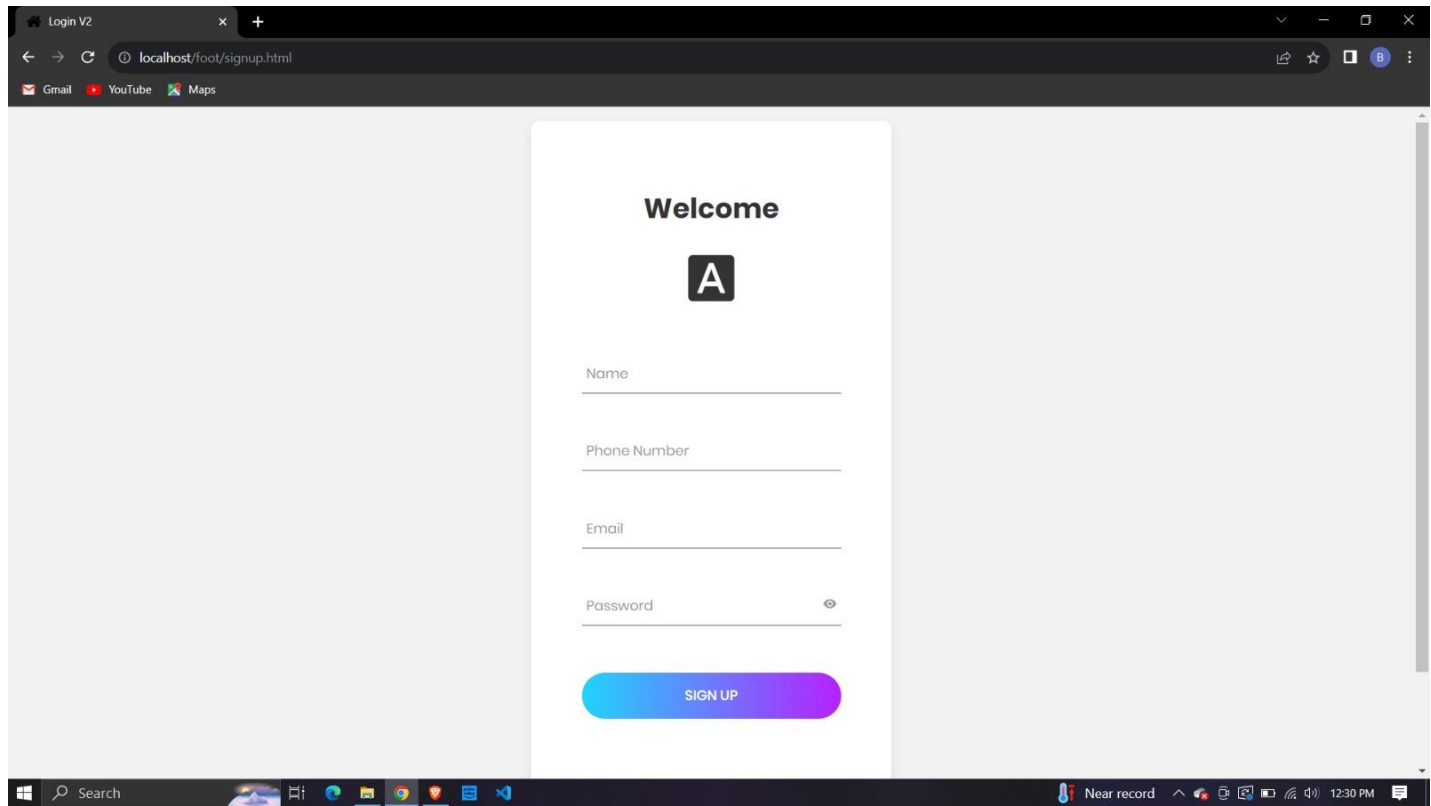
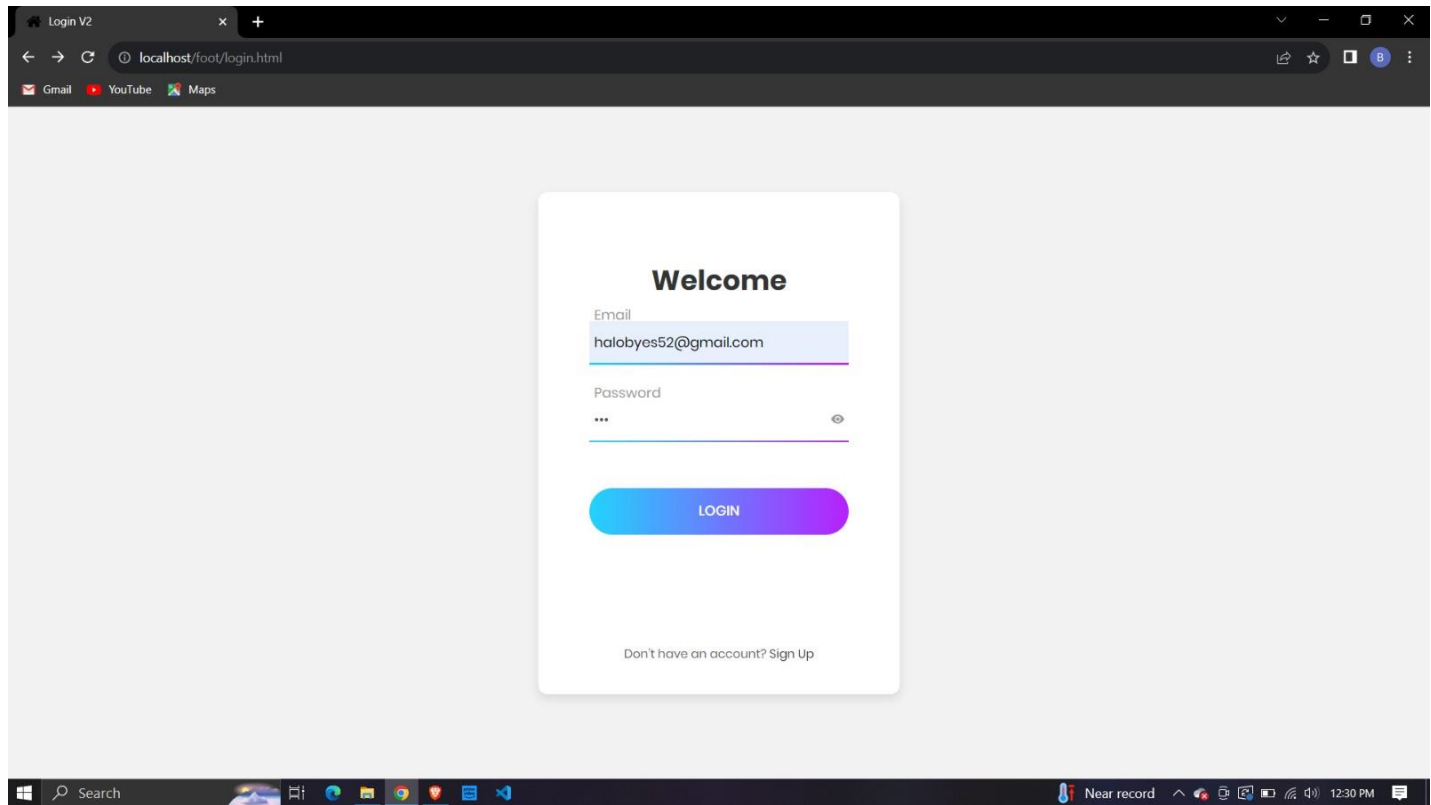
## E-R DIAGRAM –



## RELATIONAL SCHEMA –



## OUTPUT



localhost/foot/pl.php

Back to Home

Generate the Best 11

Enter Team Name:  Get Team Table

Premier League								
TeamName	Points	MatchesPlayed	Wins	Draws	Losses	GoalsFor	GoalsAgainst	GoalDifference
Man City	89	38	28	5	5	94	33	61
Arsenal	84	38	26	6	6	88	43	45
Man United	75	38	23	6	9	58	43	15
Newcastle United	71	38	19	14	5	68	33	35
Liverpool	67	38	19	10	9	75	47	28
Banglore fc	59	34	17	8	9	51	44	7

Select a Player:  Get Player Rating

Add Player Details

Name:  Date of Birth:  Position:  Goals:  Saves:  Tackles:  Speed:

Crucial Moments:  Calculate Player Rating

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Hexashop Ecommerce HTML CS

localhost/foot/index.php

Home Leagues Football Kits Users Logout


## Buy Football Kits

Team Kits




Buy

**FCB**  
Quantity Left: 4  
Price: \$1000



Buy

**Chelsea**  
Quantity Left: 2  
Price: \$600



Buy

**Man City**  
Quantity Left: 5  
Price: \$800

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Gmail YouTube Maps

Arsenal	84	38	26	6	6	88	43	45
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Liverpool	67	38	19	10	9	75	47	28
Banglore fc	59	34	17	8	9	51	44	7

Man United Last 5 Games

I_win	I_draw	I_lose	I_stats
3	0	2	MUN VS ARS (3 - 1) MUN VS LEE (4-1) MUN VS LIV (0-7) MUN VS SOU (3-1) MUN VS NEW (1-2) )

Select a Player: Erling Haaland
Get Player Rating

Add Player Details

Search

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Enter Team Name:
Get Team Table

Premier League								
TeamName	Points	MatchesPlayed	Wins	Draws	Losses	GoalsFor	GoalsAgainst	GoalDifference
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Banglore fc	59	34	17	8	9	51	44	7

Select a Player: Erling Haaland
Get Player Rating

Erling Haaland Player Rating:

Goals: 60 Saves: 0 Tackles: 40 Speed: 30 Crucial Moments: 9

Playerrate: 9.13

Add Player Details

Name:
Date of Birth: mm/dd/yyyy
Position:
Goals:
Saves:
Tackles:
Speed:
Crucial Moments:
Calculate Player Rating

Search

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Best Player for Each Position

Position	Player Name	Player Rating
ATT	Marcus Rashford	9.8
ATT	Erling Haaland	9.13
ATT	Darwin Nunez	8.53
DEF	Kieran Trippier	7.94
DEF	John Stones	7.11
DEF	Kyle Walker	6.9
DEF	Andrew Robertson	6.46
GK	Ederson Moraes	6.1
MID	Bruno Guimares	8.07
MID	Bruno Fernandes	7.95
MID	Kevin De Bruyne	7.67

Select a Player:

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TeamName	Points	MatchesPlayed	Wins	Draws	Losses	GoalsFor	GoalsAgainst	GoalDifference
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Select a Player: Erling Haaland

Get Player Rating

Add Player Details

Name:

Date of Birth: mm/dd/yyyy

Position:

Goals:

Saves:

Tackles:

Speed:

Crucial Moments:

Calculate Player Rating

Match Info

Player Name	Team Name	Match Rating	Goals	Saves	Match Info
Marcus Rashford	Man United	9.2	2	0	MCI VS MUN (1 - 3)
John Stones	Man City	8.4	1	0	MCI VS MUN (1 - 3)

Man of the Match: Marcus Rashford from Man United with Match Rating: 9.2