WHY were the changes made? What were the underlying principles or best-practices that I was following? In other words, how was the ERD better able to accommodate the business needs of the organization both current as well as in the future?

* Created ROSTER entity
  + The roster entity connects allows us to have the roster per round, rather than the whole team. This is because in some rounds, some people will not participate
* Removed Coach and Player entities (combined into Person with RoleID)
  + Once we have the ROSTER entity, we can track the role of a person through the ROLE entity. We don’t need to separate players and coaches anymore.
* Separated GENDER and COUNTRY from PLAYER
  + The PERSON table will contain duplicated Gender and Country information. Therefore it’s better to create a new table for them so that we only need to store Gender and Country information once.
* Created ROLE entity, containing different roles possible (player, coach, assistant coach, etc.)
  + Rather than having multiple entities per role, this table puts them all together.
* Created ROUND entity connecting to tournament
  + This allows us to track the stats per round of the tournament instead of just the results over the whole tournament
* Created ROSTER\_ROUND entity to connect many to many relationship between roster and tournament round
  + This allows us to track the stats of certain teams in each round
* Created ROSTER\_ROUNDSTAT entity
  + This allows us to connect the many to many relationship between ROSTER\_ROUND and STAT entities
* GAME entity is now connected to STAT and TOURNAMENT entities rather than player
  + We know what GAME is being played in a TOURNAMENT and the STATISTIC that goes with it
* Under TEAM we removed EndDate and have FoundedDate
  + TEAM will not have EndDate, FoundedDate is more information to track
* Created STATISTIC entity
  + Allowed for an atomic storage of different in game statistic values for different games in different tournaments.
* Created STATISTIC\_TYPE entity
  + Allows users to identify specifically what each in game statistic values means within the STATISTIC entity table
* Created GAME\_GENRE entity
  + Gives users the knowledge of what genre each type of esports game belongs to, and reduces the redundancy which can exist in the GAME entity table.
* Connected STATISTIC entity table to STATISTIC\_TYPE entity table
  + We increased normalization by breaking up STATISTIC and STATISTIC\_TYPE. By doing so we reduced redundancy and gave us flexibility for STATISTIC in the future. Also, it's more efficient to run queries/scripts for whatever we’re looking for in STATISTIC.
* Connected STATISTIC entity table to GAME and ROSTER\_ROUNDSTAT
  + Allows for greater normalization and reduced redundancy for values within the GAME and ROSTER\_ROUNDSTAT table and allows a relationship between different in game statistics with a specific GAME and round.

