CS353 - Database Management
Spring 2020
Project Proposal

Name of the Project :
Scouting Platform For Football Clubs

Group Members

Asena Şahin   21502354
Betim Doğan   21502164
Safa Alperen Oruç   21502209
Sera Fırıncıoğlu   21401803

Website URL : hosnut.com/project-proposal

Course Instructor : Uğur Güdükbay

Contents

1. Description

For this term project, we will design a scouting platform. There will be clubs, scouting agencies, scouts, footballers and agents in our application. Clubs request some number of scouts from agencies to look for talented players in certain tournaments and/or countries. According to club requests, agencies select suitable scouts and assign them to tasks for a certain time. After their tasks are finished, scouts report back to the clubs which footballers they find talented. Clubs should be able to compare reported footballers with their own and make a transfer offer. Footballer's own club and agent will respond to this transfer request.

2. Requirements

Six different roles are in our system: superadmin, clubs, scouting agencies, scouts, footballers and agents. These users will have access to certain areas in the application. However, superadmin will have all of the access rights.

3. Functional Requirements

In this part, functional requirements for all roles will be given.

3.1 Functional Requirements for Superadmin

- Superadmin will be able to log in the system.

- Superadmin will be able to view, add and edit all types of system users.

3.2 Functional Requirements for Clubs

- Clubs will be able to login the system.

- Clubs will request some number of scouts from agencies to look for talented players in certain tournaments and/or countries.

- Clubs should be able to compare reported footballers with their own and make a transfer offer

- Footballer's own club and agent will respond to this transfer request

3.3 Functional Requirements for Scouting Agencies

- Scouting Agencies will be able to login the system.

- Scouting Agencies will be able to add and edit their own information.

- Create Task for scouts.

- According to club requests, agencies select suitable scouts and assign them to tasks for a certain time.

3.4 Functional Requirements for Scouts

- Scouts will be able to log in the system.

- Scouts accept task and do this

- Scouts will report back to the clubs which footballers they find talented.

- After their tasks are finished, scouts report back to the clubs which footballers they find talented.

3.5 Functional Requirements for Footballers

- Footballers will be able to log in the system.

- Footballers will view the transfer request made by clubs

3.6 Functional Requirements for Agents

- Agents will be able to log in the system.

- Agents will view the transfer request made by clubs for their client

3.7 Limitations

- Each footballer has only one active football club, and can be made more than one transfer request by any football clubs

- Each footballer has only one registered agency, and an agency can have more than one footballer

- Any agency makes a request to the footballer for representing him/her.

- All scouts can be one or more or none Scouting agency and can be view the requests from any football club if and only if it is registered to scouting agencies.

- Clubs can be sent message to footballer or agent or other football clubs for the the transfer request.
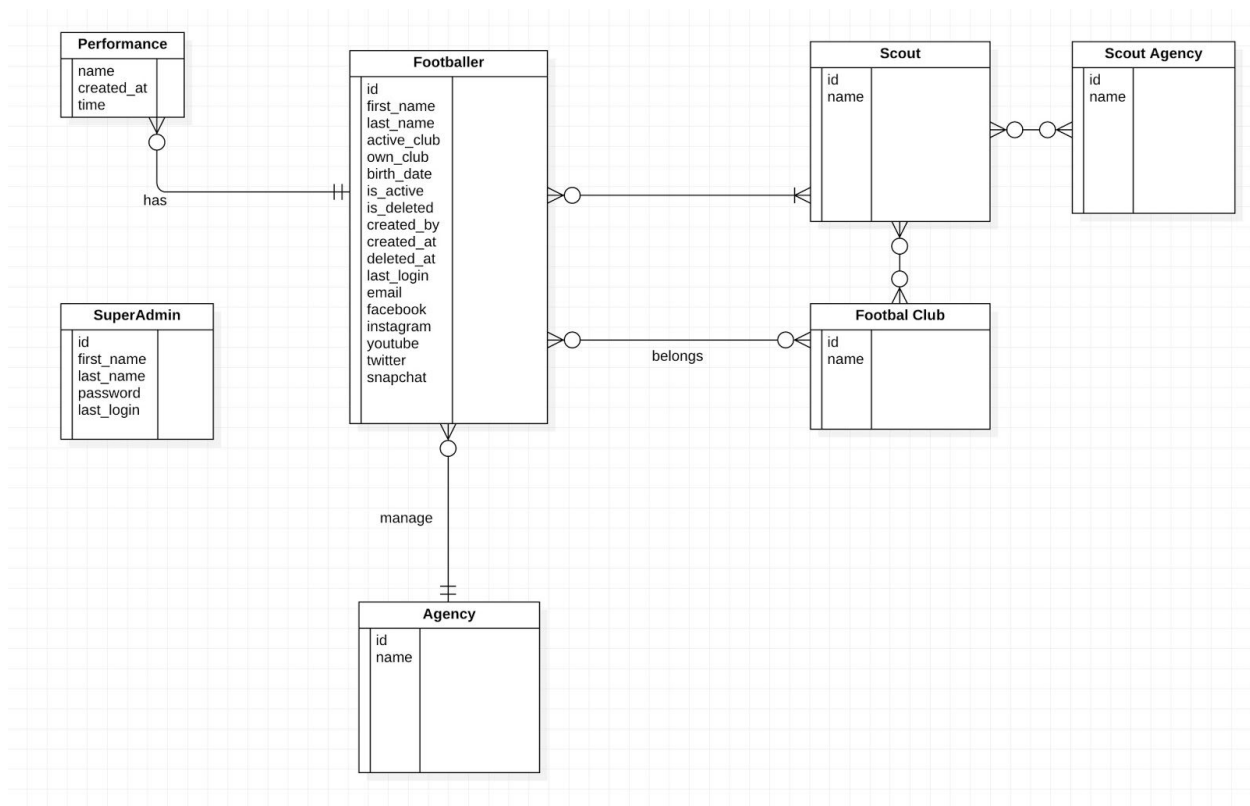
4. E-R Diagram

Image 1: Shows the E-R diagram of our system.