

The domain of our application is a Hockey league (ex. NHL) aimed towards league managers and team owners. We modeled the key components that make up the league. This includes individual players, teams that the players belong to, statistics of players and teams, games between teams, and merchandise sold by the league. Information for each player is recorded such as the player's name, team they belong to, number, salary, and statistics such as the number of goals they've scored and assists. Information for each team consist of team name and the city it belongs to. The team statistics such as wins and losses are also recorded and each team has a head coach and a general manager. We keep track of all the Matches and their information like the date of the match, the two teams playing, and the final score. The league also has various merchandise for sale such as jerseys, hats, game tickets etc. Information for a particular merchandise item includes serial number, price and team associated with it.

The main users of the system will be the people who organize the sports league as well as the players. The organizers can view the information and statistics of a team and player, update a players salary and delete games. The players can also view the statistics of a team and player, Get the coach information of a player and find tickets to a game.

The project will be represented via a web platform and is built on PHP, it uses Oracle to query the database and to make changes. The user interface was built with HTML.