DATABASE ARCHITECTURE

Entities:

- Players (id, name)
- Teams (id, name)
- Games (id, date, homeTeam, awayTeam)
- PlayerStats (id, player (FK), game (FK), isStarter, minutes, points, assists, offensiveRebounds, defensiveRebounds, steals, blocks, turnovers, defensiveFouls, offensiveFouls, freeThrowsMade, freeThrowsAttempted, twoPointersMade, twoPointersAttempted, threePointersMade, threePointersAttempted)
- Shots (id, playerStats (FK), isMake, locationX, locationY)

Descriptions:

- Players have an id (primary key) and a name. Each player seems to have a particular team they belong to according to the game data. However, I decided not to include their team because the player.json data did not specify their team.
- Teams have an id (primary key) and a name. Not much to go into there.
- Games have an id (primary key), date, homeTeam (FK), and awayTeam (FK). It does not include specifics for each player because that will be covered by a relationship entity.
- PlayerStats is a relationship entity that includes a unique combination of (player (FK), game (FK) as well as all the statistics for that player in that particular game, including points, rebounds, assists, steals, blocks, turnovers, shots taken, shots made, and more.
- Shots is also a relationship entity set that includes playerStats (FK) that shows which player took that shot in which game. It also includes isMake, locationX, and locationY.

Important Notes:

- My database is directly based on the JSON files I was given.