

Database Explanation:

The NFL is multi-billion dollar enterprise that employs thousands and is watched by millions. The 32 teams that comprise the NFL are a strong part of American sports culture, and as such, highly searched, speculated, and reported on. A database that brings together players, teams, cities, coaches, and positions all in one place makes it easier for people to model the enterprise or build their own fantasy team. With this database, a user can replicate the current workings of the NFL or they can make a more imaginative arrangement of players and coaches on different teams or in different positions.

Table Descriptions:

PLAYER – includes player_id, fname, lname, status, team_val and status. The player_id is the primary key. The team_val is a foreign key that corresponds with the team_id attribute of the Team entity.

TEAM – includes team_id, name, sbwins, metro_val, division. The team_id is the primary key. The metro_val is a foreign key that corresponds with the metro_id attribute of the Metro entity.

METRO – Includes metro_id, team_val2, and Location. The metro_id is the primary key. The team_val2 is a foreign key that corresponds with the team_ID attribute of the Team entity.

FBPOSITION – Includes position_id and name. The position_id is the primary key.

COACH – Includes coach_id, name, age, and team_val3. The coach_id is the primary key. The team_val3 is a foreign key that corresponds with the team_id attribute of the Team entity.

PLAYER_POSITION – Includes player_val and position_val as a primary key. The player_val is a foreign key that corresponds with the player_id attribute of the Player entity. The position_val is a foreign key that corresponds with the position_id attribute of the Position entity.

(Relationship Diagram found on Page 2)

