

PROJECT PROPOSAL -II

COMP-520 Sec 001 - Advanced Database Systems Instructor: Brian Thoms



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SOCCER Database

• DB Domain :Soccer (Sports).

Business problem or business need for a relational DB

- Which club is producing more world cup players?
 - For the above problem, we plan to process all the raw data of previous world cups and player information and we finally want to construct a database which helps to find the clubs providing world class players
- Club performance at different fixtures.
 - From all the previous leagues information and the result of match considering the fixtures, we want to produce a database which shows which club is performing good in what kind of fixture (at what time in a day).
- Other than above 2 primary business problems, we are also focusing on
 - Processing the date to help investors in strategizing the investment
 - Sponsors to decide based on the fan base with the crowd attendance data.
 - Help to decide stadium rates based on teams and fan base.
 - Help to decide on purchasing TV channel rights in-order to get profits based on which team is playing and the fan base of those teams.

Primary entities (>8)

- Country (ex: England, Spain)
- League (ex: Championship, League 1, EPL)
- League Fixtures
- o Club (ex: Arsenal, Manchester United)
- Stadium
- WorldCup Teams
- WorldCup Fixtures
- Player Club/Country
- TV Broadcasters
- Attributes (>2) for each entity
 - Country (ex: England, Spain)
 - Country_name
 - Country_id (PK)
 - Country_regulatory_board
 - League (ex: Championship, League 1, EPL)
 - League_name
 - League_id (PK)
 - League no clubs
 - Promoted_to_League_id
 - Relegated_to_League_id
 - No_of_Teams_to_Promote_Relegate
 - League_Fixtures
 - Fixture_Id (PK)
 - League_Id (FK)

- Club_Id (FK)
- Fixture date
- Score
- Week_no
- Club (ex: Arsenal, Manchester United)
 - Club_Name
 - Club_ld } (PK)
 - Year } (PK)
 - Played
 - Wins
 - Draws
 - Lost
- Stadium
 - Stadium_Id (PK)
 - Stadium_Country
 - Stadium_Name
 - Stadium_Club
 - Club_Country
 - Stadium_City
 - Stadium_Inaugration_date
 - Stadium_Capacity
- WorldCup Teams
 - WC_id (PK)
 - WC_Teams
 - WC Year
 - WC_Winning_Team
- WorldCup Fixtures
 - WC_ld (FK)
 - Fixture_Id (PK)
 - Country Id (FK)
 - Fixture_date
 - Winning_Score
 - Lost_Score
- Player Club/Country
 - Player_Id (PK)
 - Player_Full_Name
 - WC_Id (FK)
 - Player_Jersey_No
 - Player_Club_Country
 - Player_Country (FK)
 - Player_Club (FK)
 - Player DOB
 - Is_Captain

Business rules (>8) that define data and/or relationships

- No_of_Players on pitch cannot be greater than 11 for each team.
- World cup playing teams must be 32.
- 1 Country can have 0 or many leagues.

- 1 League can have many clubs playing.
- No of fixtures for each team in a league/World cup must be equal to (No of teams -1) *
- Club can have 0 or 1 stadium.
- Fan attendance cannot be more than Stadium_Capacity.
- Club_palyed_games should be equal to (wins +lost+draws)
- No_of_Teams_to_Promote_Relegate should be equal to 3 incase of England
- No two jersery numbers can be same in a same team/club.

Sample reporting (>8) users would run against your database

Fans

- Query for their favorite club and they can get
 - Information about how many leagues/matches they won.
 - No of world cup players from the club.

Managers/coach

- Query for a player and get
 - Information about player like his worldcup caps.
- Query for club
 - Information about club winning to decide which club/team to coach in future.

Club management

- Query about players
 - Information about players playing ability
 - Players market value for advertisement.

Countries

- Query for the player and league
 - Get Information about competence and decide the worldcup team.

Investors

- Query for club information and stadiums to
 - Strategize to invest in what part of club (ex: buy players, increase stadium capacity).

Sponsorship/adds

- Query for fan base of clubs
 - Decide which club to sponsor.

Stadium

- Query for fixtures and evaluate
 - Crowd and decide stadium ticket rates and advertisements.

TV channel rights

- Query for fan base of teams
 - Decide to buy rights for broadcasting to get profits.