

Database:

We aim to construct a database for soccer game. We have a source of raw JSON format database for all previous soccer world cup matches with countries, players data and also the players club at that time. There is also a data available about the fixtures and the results of matches of all the leagues happened in 22 countries. Also, there is data for many other leagues like EPL (data from 1992 – 2014) German league, Italy etc.

From this raw data we are interested in constructing the below databases for below needs.

- Need: Which club is producing more world cup players?
 1. 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
- Need: Club performance at different fixtures.
 1. 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).

We are trying to find other kinds of raw data like fan attendance and stadiums, if we can achieve that data then we would like to process it for marketing analysis based on fans attendance, how the success of club is affected and the value of a player.