

CPSC 304 Project

Milestone #: 1

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Group Number: 16

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your email address, and then let us assign you to a TA for your project supervisor.) In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

Project Description

Domain

The domain of this application is soccer game management.

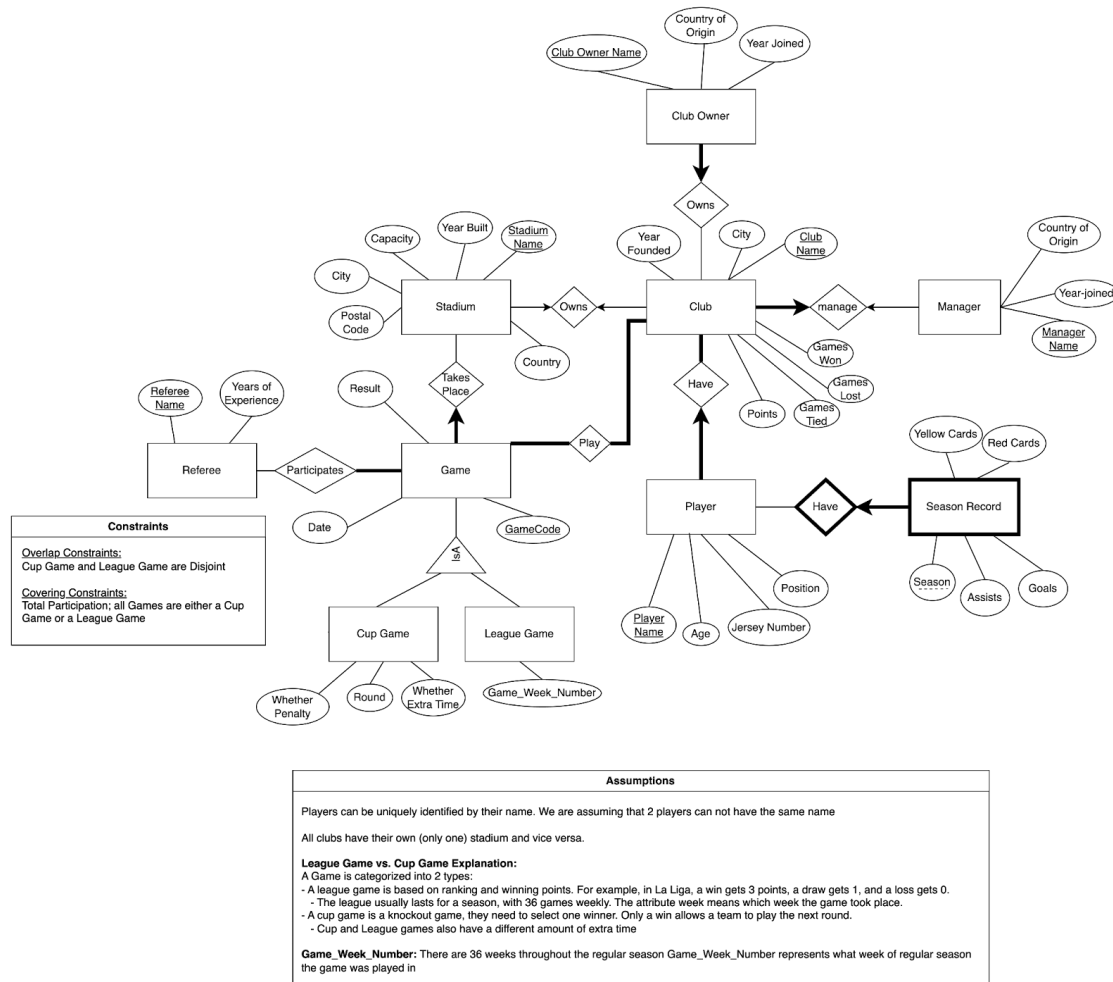
Database specifications

The primary function of the database is to help people manage their soccer clubs, games, and players. For instance, users can input, update, and organize player and team information. They will also be able to schedule games between clubs and assign referees.

Application platform

We plan to use the department-provided Oracle and Java with Oracle (JDBC) as the backend. For the front end, we will use React, JSX, Javascript, and CSS to create a user interface. We will be using Github to collaborate and store our repo. We will use VS code and IntelliJ for IDEs.

ER Diagram



ER Diagram Explanation:

Assumptions

- Players can be uniquely identified by their name. We are assuming that 2 players can not have the same name.
- All clubs have their own (only one) stadium and vice versa.
- **League Game vs. Cup Game Explanation:**
 - A Game is categorized into 2 types:
 - A league game is based on ranking and winning points. For example, in La Liga, a win gets 3 points, a draw gets 1, and a loss gets 0. The league usually lasts for a season, with 36 games weekly. The attribute week means which week the game took place.
 - A cup game is a knockout game, they need to select one winner. Only a win allows a team to play the next round.
 - Cup and League games also have a different amount of extra time
- **Game_Week_Number:** there are 36 weeks throughout the regular season.
Game_Week_Number represents the week of regular season the game was played in

Constraints

- Overlap Constraints:
 - Cup Game and League Game are Disjoint
- Covering Constraints:
 - Total Participation; all Games are either a Cup Game or a League Game