1. Remedies/Changes made any problems pointed out in assignment 2

There are two main issues with the initial dataset that we are working with to produce a database composed of multiple relations. The first issue is that some of the records in the dataset are not in English. This might cause an issue when a user is accessing the database as they may not be able to understand the language being used in the dataset but to resolve this issue we used a translate API to convert the text to English if possible.

The second issue at hand is that the dataset we are working with is composed of a single table and not separate relations. We processed the data into separate relations so that we can make logical relationships between the entities as described in our data dictionary and entity relationship diagram.

After having all separate relationships, we found that all of our entities are connected with the entity “Bio,” so we tried to remove congestion. We found that the entity “Leagues” does not have enough attributes, so we combined the entities “League” and “Teams” into one: “Teams.”

2. Database description (4-6 pg)

The database management system we are going to use is Sqlite.

For the database we will be using a Kaggle dataset on FIFA 18 players. FIFA is an association that is the international governing body of soccer (football). Kaggle is a website on which there are a multitude of datasets of different types. This dataset that we are using represents all the players in the FIFA 18 game that represents international teams, leagues for each country and many other smaller, independent teams. The main entity that we will be working with will be the players entity that represents a player and their statistics. Some of these statistics include attacking statistics, defense

statistics, position statistics, salary statistics, and other special characteristics dependent on the specific player at hand.

The Kaggle dataset that we are working with is a singular relation that contains players in FIFA 18 but we separated the dataset into multiple entities so that it could make more sense logically. As we know that each player has their own team, league, and countries, we created the table named ‘Players_Bio’ to connect every other tables. Also, we set player’s FIFA ID as a primary key since it contains a unique value for each row of data and uniquely identify all table records also. The types of our data are text, numeric, date and time, hyperlinks for the pictures, and boolean. Most of the data is in numeric format and the data in table ‘Trait’ and ‘Speciality’ is entirely in boolean format.

Our entities are: player bios, overall statistics, attacking statistics, defense statistics, goalkeeper statistics, money statistics, teams, leagues, nationality, positions, traits, and specialties. It makes us organize similar types of numeric data such as sho(rating assigned to shooting (1-100)) and dri(rating assigned to dribbling (1-100)) for strikers, marking(rating assigned to marking (1-100)) and standing_tackle(rating assigned to standing tackle (1-100)) for defenders, and gk_diving(rating of how good a goal keeper is at diving (1-100)) and gk_handling(rating of how good a goalkeeper is at handling the ball (1-100)) for goalkeepers. Since the numeric data related to players’ salary is a different type of data than score, we created the table called ‘Money’. In the same manner, we created table ‘Nationality’ in order to separate players’ nationality from different types of scores and salary data so that we can easily make a query related to the players’ countries. Similar reasons applied to ‘Positions’, ‘Traits’, ‘Speciality’ and other tables. More detailed description of the list of tables and data is in data dictionary section.

Also, we created foreign key in each table except ‘Players_Bio’ table which is a references ID in players_bio table. Since foreign key is a field in the table that is primary key in another table and used to establish and enforce a link between the data in two tables, it makes sense for us to use ID in players_bio table for this project to connect each entities. These relations will be discussed further in detail in the data dictionary and the entity relationship diagram that shows how these entities relate to each other. The way that we generated each entities is simple but clear enough to not only the people who have professional knowledges in soccer but also to the normal people who are not into soccer very much by looking at the ER diagram below. By creating the relations, the users could attain the information of teams, leagues, and players more efficiently and effectively.

The database that will contain the separated entities and relations will allow a user of the database to see players, their statistics and their relations to other teams and leagues. Although there are many websites we could use to find about the players, but we found that none of them are really helpful, since they are mostly unorganized.

The main use for the database will be to see player statistics and what teams/leagues they are part of. Our target would be really wide. People who do not know soccer could use our database, to find the players’ information, teams, leagues, etc. For example, the world-wide event, FIFA World Cup is coming, and we would like to come up with the database that could help people find the players they want to support. And, even soccer experts such as soccer agents or coaches can use the database to find out players they need, and we believe this database could help them scout players.

A user of this database can also query the relations to find players that match a certain criteria such as players with pass ratings greater than 90 or even more complicated queries. All the specific queries

users can run to find the specific players based on conditions would be explained in detail under section 6.

3. Data dictionary

Logical connections between them:

Player's have **overall stats**, **attacking stats, defense stats**, **goal keeper stats, position stats, money stats, traits,** and **specialties.**

Players play on **teams,** play in **leagues**, and play for **countries**.

Players_bio

text **full_name**: A player's full name

numeric **ID: Primary Key**: A player's FIFA ID

text **club**: **Foreign key**: The club team a player plays for.

text **nationality**: **Foreign key**: The country a player plays for.

DateTime **birth_date**: Player's birthdate.

numeric **age**: Player's age.

numeric **height_cm**: Player's height in cm.

numeric **weight_kg**: Player's weight in kg.

hyperlink **photo**: Link to a photo of a player.

Overall_stat

numeric **playerID**: **Foreign key:** References ID in player_bio entity.

text **preferred_foot**: Player's preferred foot.

numeric **overall**: A player's overall rating.

numeric **potential**: A player's rating for potential.

numeric **pac**: Rating assigned to pace/speed.

text **body_type:** Player's body type: normal, lean, stocky, etc

numeric **weak_foot**: Rating of how good the player's weak foot is from 1 to 5 (the best)

text **international_reputation**: Reputation of the players from 1 to 5 (the most famous)

numeric **stamina**: Rating of a player's stamina (1-100).

numeric **strength**: Rating of a player's strength (1-100).

numeric **balance**: Rating of a player's balance (1-100).

numeric **reactions**: Rating of a player's reactions (1-100).

numeric **heading_accuracy**: Rating of a player's header accuracy (1-100).

numeric **interceptions**: Rating of how good a player's interceptions are (1-100).

numeric **positioning**: Rating of how good a player's positioning is (1-100).

numeric **vision**: Rating of how good a player's vision is (1-100).

numeric **penalties**: Rating of how good a player is at penalties (1-100).

numeric **composure**: Rating of how good a player's composure is (1-100).

Attacking_stat

numeric **playerID**: **Foreign key:** References ID in player_bio entity.

numeric **sho**: Rating assigned to shooting (1-100).

numeric **pas**: Rating assigned to passing (1-100).

numeric **dri**: Rating assigned to dribbling (1-100).

numeric **crossing**: Rating assigned to crossing (1-100).

numeric **finishing**: Rating assigned to finishing (1-100).

numeric **short_passing**: Rating assigned to short passing (1-100).

numeric **volleys**: Rating assigned to volleys (1-100).

numeric **dribbling**: Rating assigned to volleys (1-100).

numeric **curve**: Rating assigned to curve (1-100).

numeric **free_kick_accuracy**: Rating assigned to free kicking accuracy (1-100).

numeric **long_passing**: Rating assigned to long passing (1-100).

numeric **ball_control**: Rating assigned to ball control (1-100).

numeric **acceleration**: Rating assigned to acceleration (1-100).

numeric **sprint_speed**: Rating assigned to sprint speed (1-100).

numeric **agility**: Rating assigned to agility (1-100).

numeric **shot_power**: Rating assigned to shot power (1-100).

numeric **jumping**: Rating assigned to jumping (1-100).

numeric **shot_power**: Rating assigned to acceleration (1-100).

numeric **long_shots**: Rating assigned to long shots (1-100).

numeric **aggression**: Rating assigned to aggresion (1-100).

text **work_rate_att:** How active a player is on offense while not in possession of the ball (Low, Medium, High).

Defense_stat

numeric **playerID**: **Foreign key:** References ID in player_bio entity.

numeric **def**: Rating assigned to defense (1-100).

numeric **phy**: Rating assigned to physical (1-100).

text **work_rate_def:** How active a player is on defense while not in possession of the ball (Low, Medium, High).

numeric **marking**: Rating assigned to marking (1-100).

numeric **standing_tackle**: Rating assigned to standing tackle (1-100).

numeric **sliding_tackle**: Rating assigned to sliding tackle (1-100).

Goalkeeper_stat

numeric **playerID**: **Foreign key:** References ID in player_bio entity.

numeric **gk_diving**: Rating of how good a goal keeper is at diving (1-100).

numeric **gk_handling**: Rating of how good a goal keeper is at handling the ball (1-100).

numeric **gk_kicking**: Rating of how good a goal keeper is at handling the ball (1-100).

numeric **gk_positioning**: Rating of how good a goal keeper is at positioning (1-100).

numeric **gk_reflexes**: Rating of how good a goal keeper's reflexes are (1-100).

Money

numeric **playerID**: **Foreign key:** References ID in player_bio entity.

numeric **eur_wage**: Player's wage in euros.

numeric **eur_value**: Player's value in euros.

numeric **eur_release_clause**: Player's release buyback cost in euros.

Teams

numeric **playerID**: **Foreign key:** References ID in player_bio entity.

text **club**: A club team's name.

text **league:** Name of league.

hyperlink **clublogo**: Link to a photo of a club's team logo.

Nationality

numeric **playerID**: **Foreign key:** References ID in player_bio entity.

text **country_name**: Name of a country.

hyperlink **flag**: Link to a photo of a country's flag.

Positions

numeric **playerID**: **Foreign key:** References ID in player_bio entity.

numeric **rs**: Rating as a right sweeper.

numeric **rw**: Rating as a right winger.

numeric **rf**: Rating as a right forward.

numeric **ram**: Rating as a right attacking midfielder.

numeric **rdm**: Rating as a right defensive midefielder.

numeric **rcb**: Rating as a right center-back defender.

numeric **rm**: Rating as a right midfielder

numeric **rb**: Rating as a right full-back defender.

numeric **rwb**: Rating as a right wide-back defender.

numeric **cf**: Rating as a center forward.

numeric **cam**: Rating as a center attacking midfielder.

numeric **cdm**: Rating as a center defensive midfielder.

numeric **cm**: Rating as a center midfielder.

numeric **cb**: Rating as a center-back defender.

numeric **ls**: Rating as a left sweeper.

numeric **lw**: Rating as a left winger.

numeric **lf**: Rating as a left forward.

numeric **lam**: Rating as a left attacking midfielder.

numeric **ldm**: Rating as a left defensive midefielder.

numeric **lcb**: Rating as a left center-back defender.

numeric **lm**: Rating as a left midfielder

numeric **lb**: Rating as a left full-back defender.

numeric **lwb**: Rating as a left wide-back defender.

numeric **gk**: Rating as a goal keeper.

Trait

numeric **playerID**: **Foreign key:** References ID in player_bio entity.

boolean **chip_shot_trait**: Does the player have the chip shot trait?

boolean **corner_specialist_trait**: Does the player have the corner shot trait?

boolean **diver_trait**: Does the player have the diver trait?

boolean **finesse_shot_trait**: Does the player have the chip shot trait?

boolean **gk_long_throw_trait**: Does the player long throw as a goalkeeper?

boolean **gk_up_for_corners_trait**: Does the player up for corners as a goalkeeper?

boolean **injury_free_trait**: Is the player injury free?

boolean **injury_prone_trait**: Is the player prone to injury?

boolean **leadership_trait**: Has the player been shown to be a leader?

boolean **long_passer_trait**: Does the player long pass?

boolean **long_shot_taker_trait**: Does the player take long shots?

boolean **one_club_player_trait**: Does the player only play for 1 club?

boolean **playmaker_trait**: Does the player make plays?

boolean **power_free_kick_trait**: Does the player power free kick?

boolean **power_header_trait**: Does the player power header?

Specialty

numeric **playerID**: **Foreign key:** References ID in player_bio entity.

boolean **speedster_speciality**: Is strength this player's specialty?

boolean **dribbler_speciality**: Is dribbling this player's specialty?

boolean **engine_speciality**: Is engine this player's specialty?

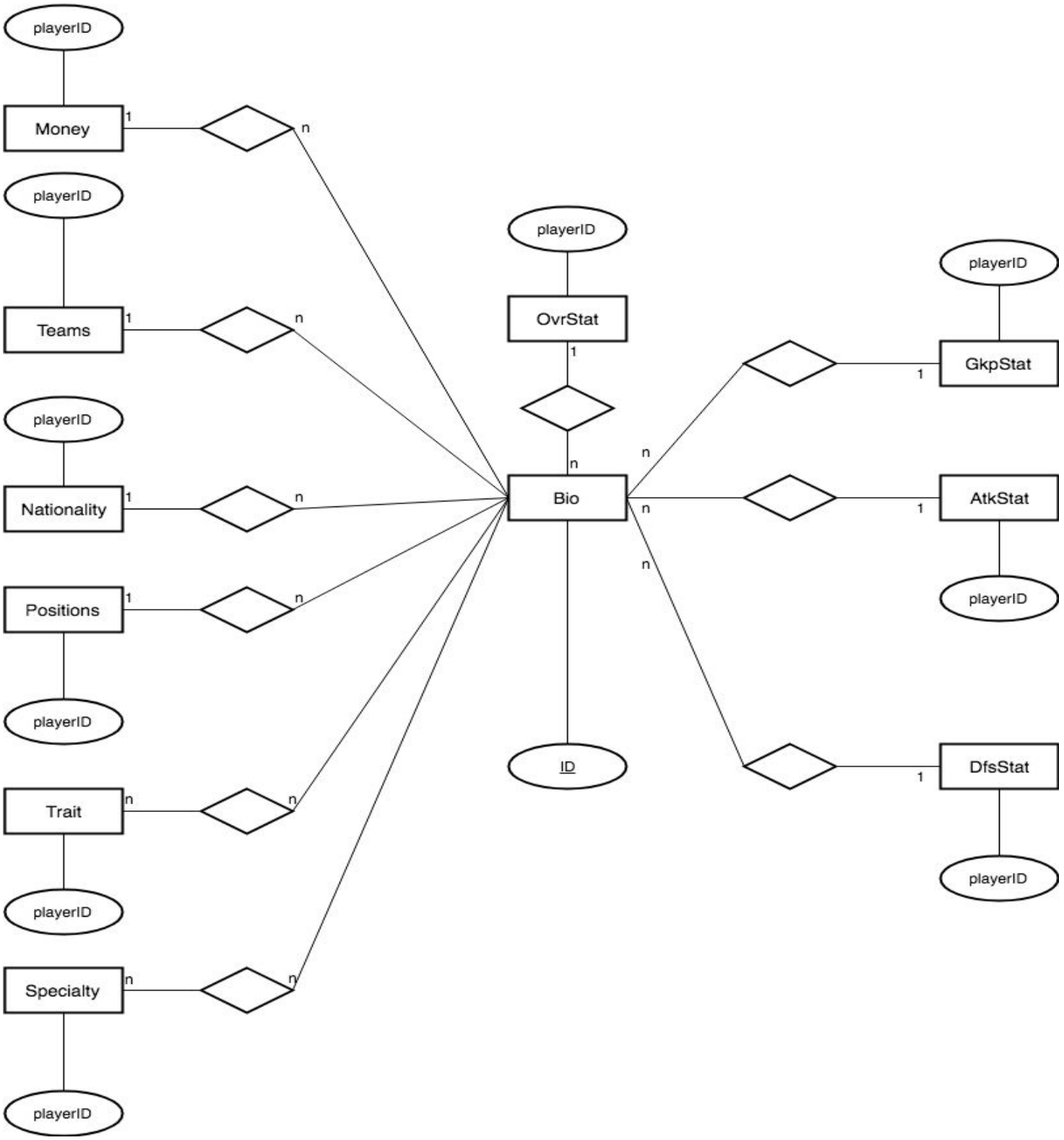
boolean **distance_shooter_speciality**: Is distance shooting this player's specialty?

boolean **free_kick_specialist_speciality**: Is the player a free kick specialist?

boolean **tackling_speciality**: Is tackling this player's specialty?

boolean **strength_speciality**: Is strength this player's specialty?

4. Relationships diagram



First of all, our database is fully normalized: every column has only one value, all of non-primary columns are dependent on the entire primary key, and there is non-key attribute that depends on another non-key attributes.

And, here is what each entity represent:

Players_bio: This entity contains the general information (that has nothing to do with soccer statistics) of the players.

Field	Type	Null	Key	Default	Extra
ID	decimal(10,0)	NO	PRI	NULL	
full_name	text	YES		NULL	
club	text	YES		NULL	
nationality	text	YES		NULL	
birth_date	text	YES		NULL	
age	decimal(10,0)	YES		NULL	
height_cm	decimal(10,0)	YES		NULL	
weight_kg	decimal(10,0)	YES		NULL	
photo	text	YES		NULL	

Overall_stat: This entity contains the statistics any player could have regardless of their positions.

Field	Type	Null	Key	Default	Extra
playerID	decimal(10,0)	YES	MUL	NULL	
preferred_foot	text	YES		NULL	
overall	decimal(10,0)	YES		NULL	
potential	decimal(10,0)	YES		NULL	
pac	decimal(10,0)	YES		NULL	
body_type	text	YES		NULL	
weak_foot	decimal(10,0)	YES		NULL	
international_reputation	decimal(10,0)	YES		NULL	
stamina	decimal(10,0)	YES		NULL	
strength	decimal(10,0)	YES		NULL	
balance	decimal(10,0)	YES		NULL	
reactions	decimal(10,0)	YES		NULL	
heading_accuracy	decimal(10,0)	YES		NULL	
interceptions	decimal(10,0)	YES		NULL	
positioning	decimal(10,0)	YES		NULL	
vision	decimal(10,0)	YES		NULL	
penalties	decimal(10,0)	YES		NULL	
composure	decimal(10,0)	YES		NULL	

Attacking_stat: This entity contains the statistics how good the players are in attacking.

Field	Type	Null	Key	Default	Extra
playerID	decimal(10,0)	YES	MUL	NULL	
sho	decimal(10,0)	YES		NULL	
pas	decimal(10,0)	YES		NULL	
dri	decimal(10,0)	YES		NULL	
crossing	decimal(10,0)	YES		NULL	
finishing	decimal(10,0)	YES		NULL	
short_passing	decimal(10,0)	YES		NULL	
volleys	decimal(10,0)	YES		NULL	
dribbling	decimal(10,0)	YES		NULL	
curve	decimal(10,0)	YES		NULL	
free_kick_accuracy	decimal(10,0)	YES		NULL	
long_passing	decimal(10,0)	YES		NULL	
ball_control	decimal(10,0)	YES		NULL	
acceleration	decimal(10,0)	YES		NULL	
sprint_speed	decimal(10,0)	YES		NULL	
agility	decimal(10,0)	YES		NULL	
shot_power	decimal(10,0)	YES		NULL	
long_shots	decimal(10,0)	YES		NULL	
aggression	decimal(10,0)	YES		NULL	
work_rate_att	text	YES		NULL	

Defense_stat: This entity contains the statistics how good the players are in defending.

Field	Type	Null	Key	Default	Extra
playerID	decimal(10,0)	YES	MUL	NULL	
def	decimal(10,0)	YES		NULL	
phy	decimal(10,0)	YES		NULL	
work_rate_def	text	YES		NULL	
marking	decimal(10,0)	YES		NULL	
standing_tackle	decimal(10,0)	YES		NULL	
sliding_tackle	decimal(10,0)	YES		NULL	

Goalkeeper_stat: This entity contains the statistics mainly for the goalkeepers only.

Field	Type	Null	Key	Default	Extra
playerID	decimal(10,0)	YES	MUL	NULL	
gk_diving	decimal(10,0)	YES		NULL	
gk_handling	decimal(10,0)	YES		NULL	
gk_kicking	text	YES		NULL	
gk_positioning	decimal(10,0)	YES		NULL	
gk_reflexes	decimal(10,0)	YES		NULL	

Money: The entity contains the information that has to do with money.

Field	Type	Null	Key	Default	Extra
playerID	decimal(10,0)	YES	MUL	NULL	
eur_wage	decimal(10,0)	YES		NULL	
eur_value	decimal(10,0)	YES		NULL	
eur_release_clause	text	YES		NULL	

Teams: This entity contains the information of leagues and clubs the players are belonged to.

Field	Type	Null	Key	Default	Extra
playerID	decimal(10,0)	YES	MUL	NULL	
club	text	YES		NULL	
league	text	YES		NULL	
clublogo	text	YES		NULL	

Nationality: This entity contains the information what nationality the players have.

Field	Type	Null	Key	Default	Extra
playerID	decimal(10,0)	YES	MUL	NULL	
country_name	text	YES		NULL	
flag	text	YES		NULL	

Positions: The entity contains the information how effective the players are in different positions.

Field	Type	Null	Key	Default	Extra
playerID	decimal(10,0)	YES	MUL	NULL	
rs	decimal(10,0)	YES		NULL	
rw	decimal(10,0)	YES		NULL	
rf	decimal(10,0)	YES		NULL	
ram	decimal(10,0)	YES		NULL	
rdm	decimal(10,0)	YES		NULL	
rcb	decimal(10,0)	YES		NULL	
rm	decimal(10,0)	YES		NULL	
rb	decimal(10,0)	YES		NULL	
rwb	decimal(10,0)	YES		NULL	
cf	decimal(10,0)	YES		NULL	
cam	decimal(10,0)	YES		NULL	
cdm	decimal(10,0)	YES		NULL	
cm	decimal(10,0)	YES		NULL	
cb	decimal(10,0)	YES		NULL	
ls	decimal(10,0)	YES		NULL	
lw	decimal(10,0)	YES		NULL	
lf	decimal(10,0)	YES		NULL	
lam	decimal(10,0)	YES		NULL	
ldm	decimal(10,0)	YES		NULL	
lcb	decimal(10,0)	YES		NULL	
lm	decimal(10,0)	YES		NULL	
lb	decimal(10,0)	YES		NULL	
lwb	decimal(10,0)	YES		NULL	
gk	decimal(10,0)	YES		NULL	

Trait: This entity contains the information of unique traits the players have, and these traits are especially useful for scouts.

Field	Type	Null	Key	Default	Extra
playerID	decimal(10,0)	YES	MUL	NULL	
chip_shot_trait	decimal(10,0)	YES		NULL	
corner_specialist_trait	decimal(10,0)	YES		NULL	
diver_trait	decimal(10,0)	YES		NULL	
finesse_shot_trait	decimal(10,0)	YES		NULL	
gk_long_throw_trait	decimal(10,0)	YES		NULL	
gk_up_for_corners_trait	decimal(10,0)	YES		NULL	
injury_free_trait	decimal(10,0)	YES		NULL	
injury_prone_trait	decimal(10,0)	YES		NULL	
leadership_trait	decimal(10,0)	YES		NULL	
long_passer_trait	decimal(10,0)	YES		NULL	
long_shot_taker_trait	decimal(10,0)	YES		NULL	
one_club_player_trait	decimal(10,0)	YES		NULL	
playmaker_trait	decimal(10,0)	YES		NULL	
power_free_kick_trait	decimal(10,0)	YES		NULL	
power_header_trait	decimal(10,0)	YES		NULL	

Specialty: The entity contains the information where the players are specialized in. (i.e. who is taking free-kicks)

Field	Type	Null	Key	Default	Extra
playerID	decimal(10,0)	YES	MUL	NULL	
speedster_speciality	decimal(10,0)	YES		NULL	
dribbler_speciality	decimal(10,0)	YES		NULL	
engine_speciality	decimal(10,0)	YES		NULL	
distance_shooter_speciality	decimal(10,0)	YES		NULL	
free_kick_specialist_speciality	decimal(10,0)	YES		NULL	
tackling_speciality	decimal(10,0)	YES		NULL	
strength_speciality	decimal(10,0)	YES		NULL	

And, here is why they are linked this way:

The playerID column is the only unique id that can differentiate each player, so playerID is the Key attribute for each entity. And, playerID is one of general information, and thus, it is appropriate to belong to the entity: “Players_bio.” So, we made PlayerID as a primary key for “Players_bio,” and let this be a foreign key for all other entities.

5. Sample queries and results

These three queries are for people who just get started to learn soccer.

Query 1: I am interested in finding ten players who are in specific teams and have the same nationality(for example, Spain).

```
SELECT Bio.full_name, Bio.nationality, Bio.club, Bio.photo
        FROM Bio
        WHERE Bio.nationality = 'Spain' LIMIT 10;
```

David De Gea Quintana|Spain|Manchester United|https://cdn.sofifa.org/18/players/193080.png
Sergio Ramos García|Spain|Real Madrid CF|https://cdn.sofifa.org/18/players/155862.png
Thiago Alcântara|Spain|FC Bayern Munich|https://cdn.sofifa.org/18/players/189509.png
David Josué Jiménez Silva|Spain|Manchester City|https://cdn.sofifa.org/18/players/168542.png
Gerard Piqué Bernabeu|Spain|FC Barcelona|https://cdn.sofifa.org/18/players/152729.png
Andrés Iniesta Luján|Spain|FC Barcelona|https://cdn.sofifa.org/18/players/41.png
Francisco Román Alarcón Suárez|Spain|Real Madrid CF|https://cdn.sofifa.org/18/players/197781.png
Sergio Busquets Burgos|Spain|FC Barcelona|https://cdn.sofifa.org/18/players/189511.png
Diego da Silva Costa|Spain|Chelsea|https://cdn.sofifa.org/18/players/179844.png
Javier Martínez Aginaga|Spain|FC Bayern Munich|https://cdn.sofifa.org/18/players/177610.png

Query 2: Which country has the most players at foreign clubs?

```
SELECT Bio.nationality, count(DISTINCT Teams.club) as club_count
                FROM Bio, Teams
        WHERE Bio.ID = Teams.playerID
        GROUP BY Bio.nationality
        ORDER BY club_count DESC LIMIT 1;
```

Brazil|221

Query 3: Who are the highest-paid player for each team (top 10)

```
SELECT Bio.full_name, Bio.club, Money.eur_wage
                FROM Bio, Money
                WHERE Bio.ID = Money.playerID AND (Bio.club, Money.eur_wage) IN
                (SELECT Bio.club, max(Money.eur_wage)
                        FROM Bio, Money
                        WHERE Bio.ID = Money.playerID
                        GROUP BY Bio.club)
                ORDER BY Money.eur_wage DESC LIMIT 10;
```

C. Ronaldo dos Santos Aveiro|Real Madrid CF|565000
Lionel Messi|FC Barcelona|565000
Robert Lewandowski|FC Bayern Munich|355000
Sergio Agüero|Manchester City|325000
Eden Hazard|Chelsea|295000
Neymar da Silva Santos Jr.|Paris Saint-Germain|280000
Gonzalo Higuaín|Juventus|275000
Alexis Sánchez|Arsenal|265000
Mesut Özil|Arsenal|265000
Zlatan Ibrahimović|Manchester United|240000

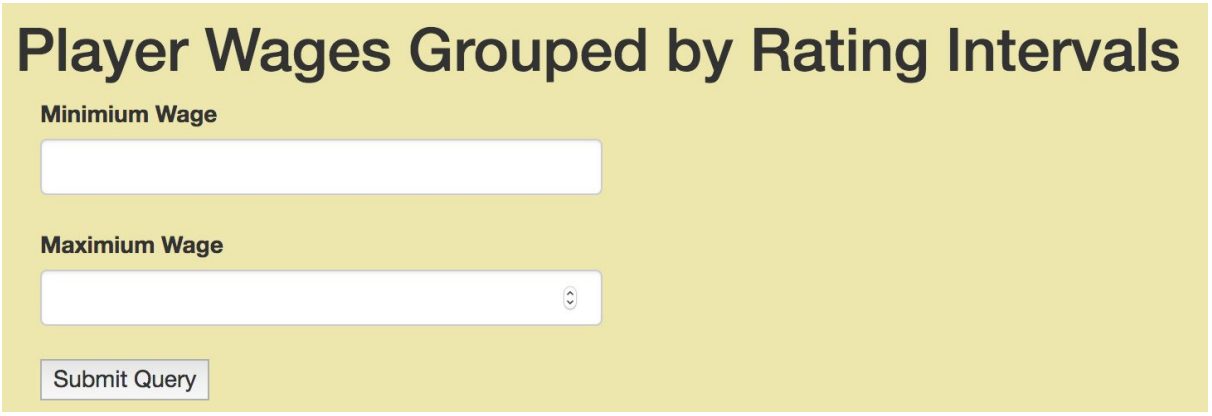
<u>This query is for agents, scouts, and coaches.</u>

Query 4: We want a defender, aged between 23 - 28 year-old who is likely to get injured

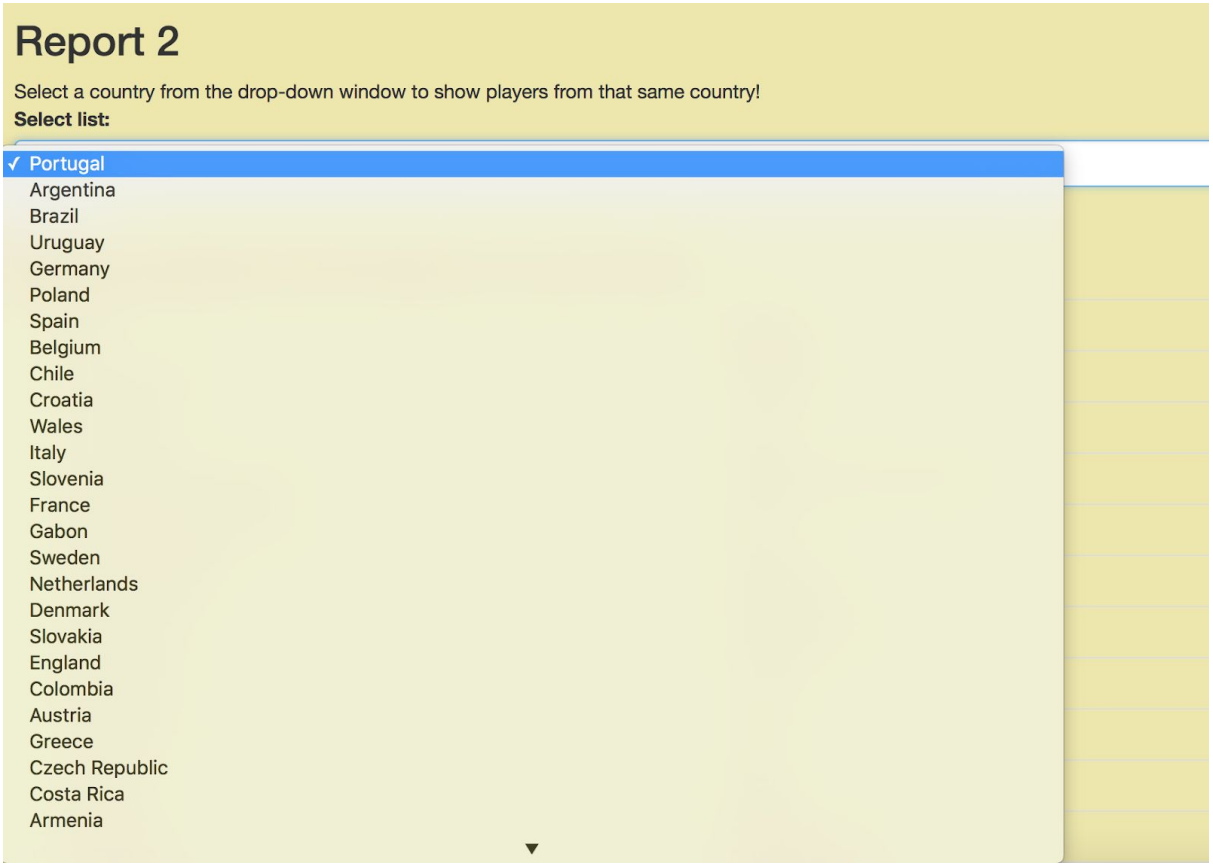
```
SELECT B.full_name, D.def, B.age
        FROM Defense_stat D, Bio B, Trait T
        WHERE D.playerID = B.ID  AND B.ID = T.playerID
        AND B.age >= 23 and B.age <= 28 AND T.injury_prone_trait != 0
        ORDER BY D.def DESC limit 1;
```

6. Sample forms

Form 1: For a person interested in drafting the best players for his dream team but has a budget, a user can input a min and max wage range to find the best player based on their rating.

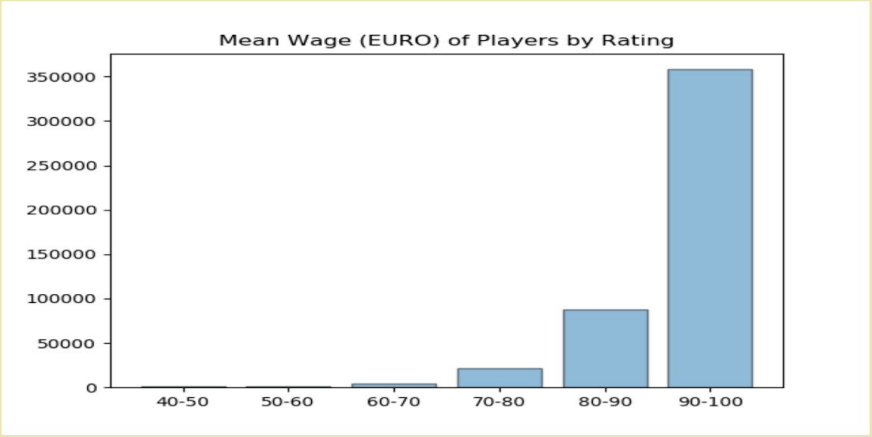


Form 2: For Query 1, we include simple select drop down form to allow a person to select the nationality of the players they are interested in.



7. Sample reports (at least 2 reports)

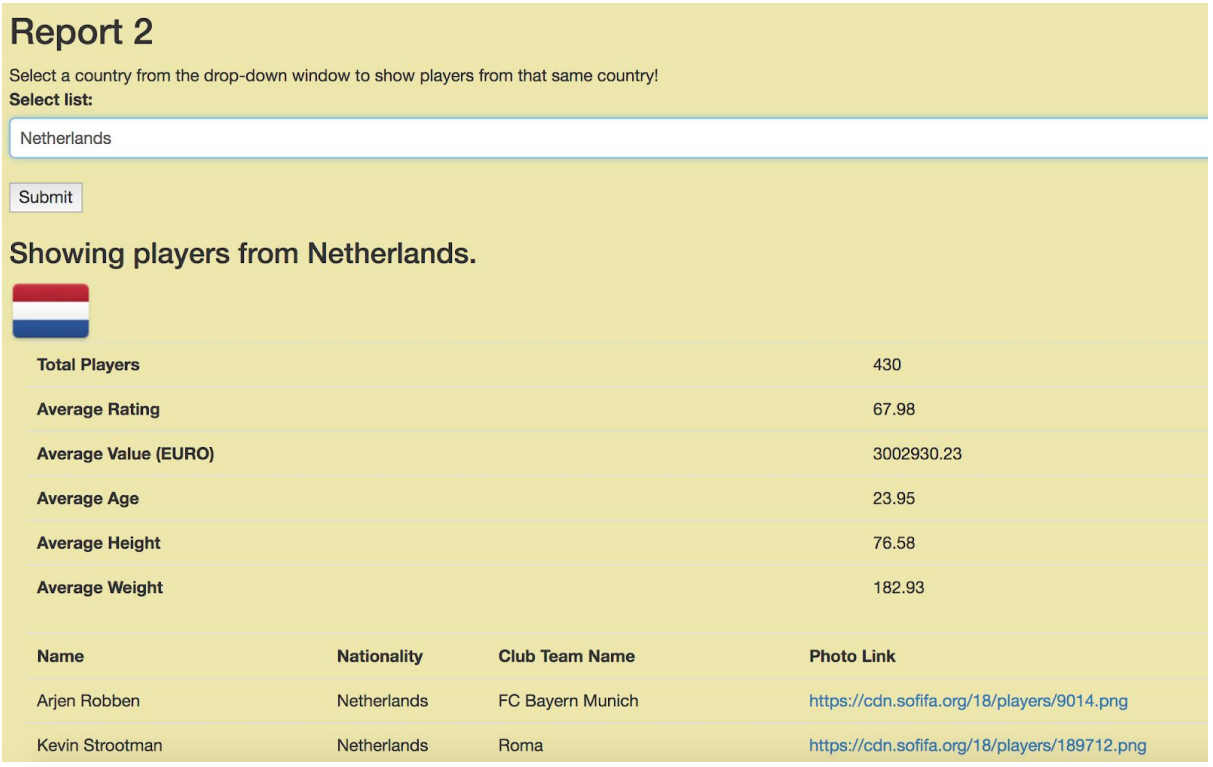
Report 1: For our first report, a user is able to set a wage-range for the players they want to see, with all players being displayed by default. A graph displaying the mean range based on ratings (a bin size of 10), along with a table that also displays the group means. Finally, a table of players, sorted in descending rating, then by ascending wage to allow a someone like a manager to find the highest rated person for the cheapest wage.



Rating Group	40-50	50-60	60-70	70-80	80-90	90-100
Mean Wage (EUR)	1064.51612903	1541.39900071	4669.86769099	21074.9567557	88153.9961014	358181.818182

Name	Rating	Wage	Value
C. Ronaldo dos Santos Aveiro	94	565000	95500000
Lionel Messi	93	565000	105000000
Neymar da Silva Santos Jr.	92	280000	123000000
Luis Suárez	92	510000	97000000
Manuel Neuer	92	230000	61000000

Report 2: Users are able to select their country from the select form. Summary statistics, along with a table with all players from the selected country are generated.



Total Players	430
Average Rating	67.98
Average Value (EURO)	3002930.23
Average Age	23.95
Average Height	76.58
Average Weight	182.93

Name	Nationality	Club Team Name	Photo Link
Arjen Robben	Netherlands	FC Bayern Munich	https://cdn.sofifa.org/18/players/9014.png
Kevin Strootman	Netherlands	Roma	https://cdn.sofifa.org/18/players/189712.png