Data Dictionary for Info 257

**Team: Soccer vs. SQL**

**Member:**

# <Entities>

Logical connections between them: (want to include brief explanation)

**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**.

\* <https://www.kaggle.com/kevinmh/fifa-18-more-complete-player-dataset/data>: (they have type of each column. Please make sure every type is correct.)

## 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 **birthdate**: 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\_team**: A club team’s name.  
hyperlink **clublogo**: Link to a photo of a club’s team logo.

## Leagues

text **league:** Name of league.  
numeric **playerID**: **Foreign key:** References ID in player\_bio entity.

## 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?