KPL
AUCTION EVENT

A PROJECT REPORT SUBMITTED IN PARTIAL FULFILMENT OF REQUIREMENT FOR THE AWARD OF THE DEGREE

MASTER OF COMPUTER APPLICATIONS (MCA)

OF

MAHATMA GANDHI UNIVERSITY, KOTTAYAM

BY

AJAYKUMAR M A
Reg No: 22PMC102

MARIAN COLLEGE
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(AUTONOMOUS)

MAKING COMPLETE

Marian College Kuttikanam Autonomous

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Under the guidance of

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PG DEPARTMENT OF COMPUTER APPLICATIONS

Marian College Kuttikkanam Autonomous

MAHATMA GANDHI UNIVERSITY, KOTTAYAM

KUTTIKKANAM – 685 531, KERALA.

CERTIFICATE

This is to certify that the project work entitled

KPL

is a bonafide record of work done by

AJAYKUMAR M A

Reg. No. 22PMC102

In partial fulfillment of the requirements for the award of Degree of

MASTER OF COMPUTER APPLICATIONS [MCA]

During the academic year 2022-2024

Mr. Satheesh Kumar S
Assistant Professor
PG Department of Computer Applications
Marian College Kuttikkanam Autonomous

Mr Win Mathew John
Head of the Department
PG Department of Computer Applications
Marian College Kuttikkanam Autonomous

Examiner

Examiner

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Finally, I express my deep appreciation to all my friends and family members for the moral support and encouragement they have given to complete this project work successfully.

AJAYKUMAR M A

ABSTRACT OF KPL

This project entitled as ‘KPL'is designed as an online platform designed to facilitate the auctioning and bidding process for football players. The system allows players to register their details and clubs to participate in the bidding process to acquire players for their teams. The system provide a user-friendly interface for players to register by providing their personal information, such as username, email, address, mobile number, age, position and uploading their image. The registration process includes validation checks to ensure that the provided information is accurate and meet the required criteria. Clubs also need to create their account to participate in the bidding process.

The admin who starts the bidding process and the players who can participate on the bidding by login to the player_home and from there he can see the bidding and he can participate on it. The clubs also view the bid and participate in it from the club_home. The registered players on bidding can be seen by the various clubs and they can increase the bidding rate of that particular player. Then if the player attains a maximum bid price at a particular time the club who valued with maximum price request the player to join for their club. If he is interested on that club, he accepts the offer and join for that club. The admin also add the players and clubs if they wanted and he also have some various functionalities.

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1. INTRODUCTION

1.1 Problem Statements

In normal cases, there are so many football players doesn't get any chances to play in football club. The players with high talents and skills are unaware about the different clubs in their area and the clubs also have some difficulty in finding the players. The clubs make posters and advertisements for searching for a player is difficult in the digital world. Some football lovers in the society are unaware about to starting a club in the current society and they are interested to participate in various league conducted in the society. Some players posses different ability and and they are not able to conquer heights because of the difficulty in participating various leagues and events.

1.2 Proposed System

The proposed system to find solution for this problem to develop an online platform to conduct auction for selecting players and creating clubs. Here various clubs and players can register on this auction system and they are able to participate on this auction digitally. The proposed is system is easier to manage and helpful the users to find a solution for the above problems. This auction system is tailored to handle the unique requirement of players auctions, bid management, auto bidding and players listings. The football auction system likely provides a user friendly interfaces designed specifically for auction related actions and interactions. Users can place bids on players they are interested in acquiring. The system facilitates bidding by tracking the highest bid, bid increments and bid expiration time. The football auction system specifically developed to the football industry providing functionalities relevant to football players auctions.

1.3 Features of the Project

- Provide filtering options to narrow down the player listings based on user preferences.
- The KPL Auction Event is simple, user-friendly, and can be easily integrated with the existing system.
- Handle auto-bidding scenarios and adjust bid statuses accordingly
- Enable users to place bids on players they want to acquire.

2. FUNCTIONAL REQUIREMENTS

FUNCTIONAL REQUIREMENTS

1. **Player Registration and Login**

   The interested players on the auctioning can register their details and login to the system.

2. **Club Registration and Login**:

   A different option is providing for registering the club details and they can also login to the system using their email id and password.

3. **Player Profile Management**

   There are various options and functions provided for players to participate in the auction event. They are able to participate on the various auctions conducted by the admin.

4. **Club profile management**

   The clubs can have so many functions while participating on auction event. They are provided with various options such as view auction, place bid, edit details, view their players etc.

5. **Categories and Players Listings**

   Certain players are played in different positions, a categories page is available to list down the players based on their position. While registering the system automatically fetch the player positions and categorise them efficiently into the categories table and they are always listed in the home page.

6. **Bidding**

   The bidding is the process of allow clubs to place bids on the players they want to sign. The bid amount should be greater than that of the current bid.

7. **Admin Interface**

   Admin is the one who starts various bidding on players. Admin can start various auctions and the players and clubs can participate on it.

3. NON-FUNCTIONAL REQUIREMENTS

NON-FUNCTIONAL REQUIREMENTS

a. Reliability

The reliability of the overall project depends on the reliability of the separate components. The main pillar of reliability of the system is the backup of the database which is continuously maintained and updated to reflect the most recent changes, Also the system will be functioning inside a container. Thus, the overall stability of the system depends on the stability of container and its underlying operating system.

b. Availability

The system should be available at all times, meaning the user can access it using a web browser, only restricted by the down time of the server on which the system runs. A customer friendly system which is accessible for people around the world should work 24 hours. In case of a hardware failure or database corruption, a replacement page will be shown. Also, in case of a hardware failure or database corruption, backup of the database should be retrieved from the server and saved by the Organizer. Then the services will be restarted. It means 24 X 7 availability.

c. Maintainability

A commercial database is used for maintaining the database and the application server takes care of the site. In case of a failure, a re-initialization of the project will be done. Also, the software design is being done with modularity in mind so that maintainability can be done efficiently.

d. Supportability

The code and supporting modules of the system will be well-documented and easy to understand. Online documentation can in help system requirements.

4. FEATURES AND HIGHLIGHTS

4.1 Features

Registration forms

The player and the club can register and a different registration form is provided for each user. After successful registration ,they are redirected to the login page and from there they are entered into their respective pages.

Filtering

When player is registered they are displayed on the home page and also they are also filtered on the basis of position in the categories page.

Bidding

Players have a base price which is automatically stored in the database. The clubs can increase the bidding prize of players and the players can approve their request and added to the clubs

User Approval

Django-Admin approves players clubs if they want to participate on bidding. The admin can perform various on the project. The admin can add or delete players and clubs. If he wanted he will be able to manage bidding like start bidding, view bidding, delete bidding etc.

Reporting and Analytics

Generate reports and analytics on auction activities, such as total bids, average bid amounts, and popular players.Provide insights for decision-making and monitoring the performance of the auction system

5. TECHNICAL ASPECTS

Architecture of Project

1. Presentation Layer

Templates: HTML templates are used to define the structure and layout of the user interface. Django's template engine allows you to dynamically populate the templates with data.

2. Application Layer

Controllers: In Django, controllers are implemented as views, which handle the request/response flow and control the overall behavior of the application.

3. Business Logic Layer

Models: Django's models define the data structure and business logic of the application. Models represent entities like users, bookings, flights, hotels, etc. They handle database operations, such as querying, inserting, updating, and deleting data. Models can also include methods to perform complex business logic.

4. Jazzmin

Django Jazzmin is a customizable and modern admin interface for Django applications. It provides an alternative user interface for the Django admin site with a more visually appealing design and additional features. Jazmin aims to enhance the user experience and improve the productivity of developers working with Django.

By installing and configuring django-jazzmin in your Django project, you can customize the admin interface by changing themes, layouts, icons, and other visual elements. It offers features such as responsive design, drag-and-drop sorting, inline editing, and support for various third-party Django packages. To use Django Jazzmin, you typically need to install it using a package manager like pip, add it to your Django project's settings, and configure it according to your preferences.

Here's a basic example of how to install Django Jazzmin using pip:

pip install django-jazzmin

Once installed, you would need to add 'jazzmin' to the INSTALLED_APPS list in your Django project's settings.py file:

INSTALLED_APPS = [

…

'jazzmin',

…

]

Afterwards you can customize Django Jazzmin by modifying the settings in yourDjango project's settings.py file.

5. Data Access Layer

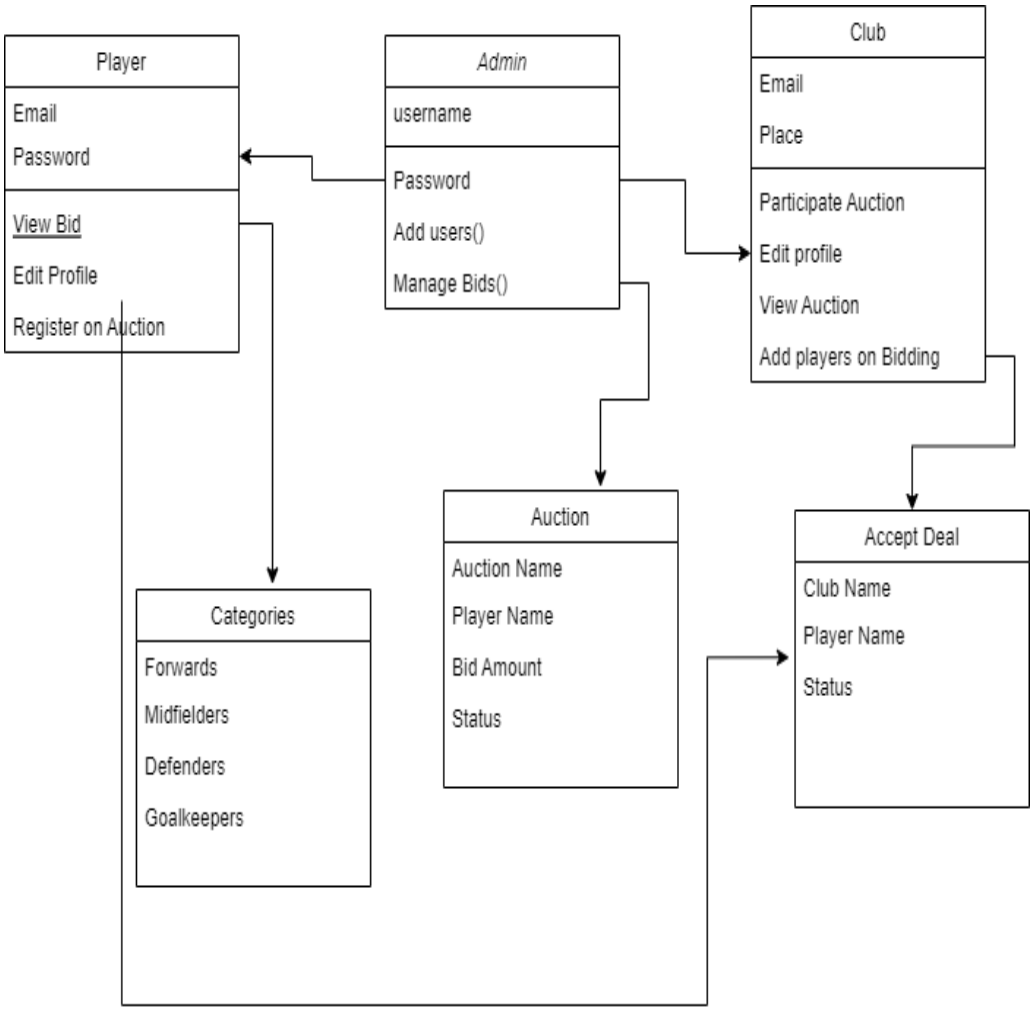
Database: Django integrates with various databases, allowing you to define and manage the application's data schema. You can use Django's Object-Relational Mapping(ORM) to interact with the database and perform CRUD operations.

6. Database Models

Django's models serve as both business logic entities and database models. They define the structure of the database tables and provide an abstraction layer for interacting with the database .

Database

Class Diagram



6 .
CHALLENGES

User interface design and usability

Designing an intuitive and user-friendly interface that accommodates different user roles and provides a smooth feedback submission experience can be challenging. Balancing the aesthetics, usability, and responsiveness of the system to cater to various devices and screen sizes can also pose difficulties**.**

Testing and quality assurance:

Ensuring the system functions correctly, identifying and resolving bugs or issues, and ensuring the system meets the desired quality standards may pose difficulties during the project.

Data Integration

Gathering and integrating accurate and up-to-date player data from reliable sources can be a challenge. Ensuring the consistency and correctness of player information may require extensive data processing and validation.

Validation Mechanisms

Implementing validation mechanisms helps ensure that user input is accurate and consistent. You need to validate user data at various stages, such as during registration, auctioning, or updating information. Validation can include for checking validation in email, phone number, password, pin number etc.

Database Management

Designing an efficient database schema and managing the database operations can be complex. You need to carefully plan the structure of your database, define various relationships between entities handle data integrity, and optimize queries for performance.

Real Time Updates

Implementing real-time updates for bid statuses, auction activities, and notifications can be complex. It may involve using technologies such as websockets or implementing polling mechanisms to provide timely updates to users.

7.FUTURE ENHANCEMENTS

1. Notification implementation

Immediate notification shall be implemented whenever a student asks a question ans colleges answers a question ,there by improving user friendly experience.

2. Social Media Integration

The social media sites are one of the most popular means of sharing experiences for users; Facebook, Twitter, Instagram are literally global marketing platforms. Taking advantage of this, you can integrate your website with these social networking sites, which lets user to see the auctioning system and they are able participate on it.

3. Advanced Bidding Strategies

Implement intelligent bidding algorithms or allow users to customize their bidding strategies. This could include options like automatic bid adjustments based on competitors' bids or market trends.

4. Conduct League

Conduct football league on the basis of the created team and the registered players**.** This is enhance the opportunity of football players to play in various leagues and they got experience when playing with different levels of footballers.

8.CONCLUSION

In conclusion, developing an auction football system where players can register their details and clubs can participate in the bidding presents various challenges. However, with careful planning and implementation, these challenges can be overcome to create a robust and efficient system. With careful attention to these challenges and a systematic approach to their resolution, you can develop an auction football system that meets the needs of players and clubs, facilitates efficient bidding processes, and enhances the overall experience of all system users.

Github link : https://github.com/Ajay0076/AUCTION.git

9.REFERENCES

REFERENCES

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https://django-jazzmin.readthedocs.io/

- **T4 tutorial**

  https://t4tutorials.com/online-auction-system-using-python-project/

Django Documentation:

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Shikshah :

https://www.shiksha.com/

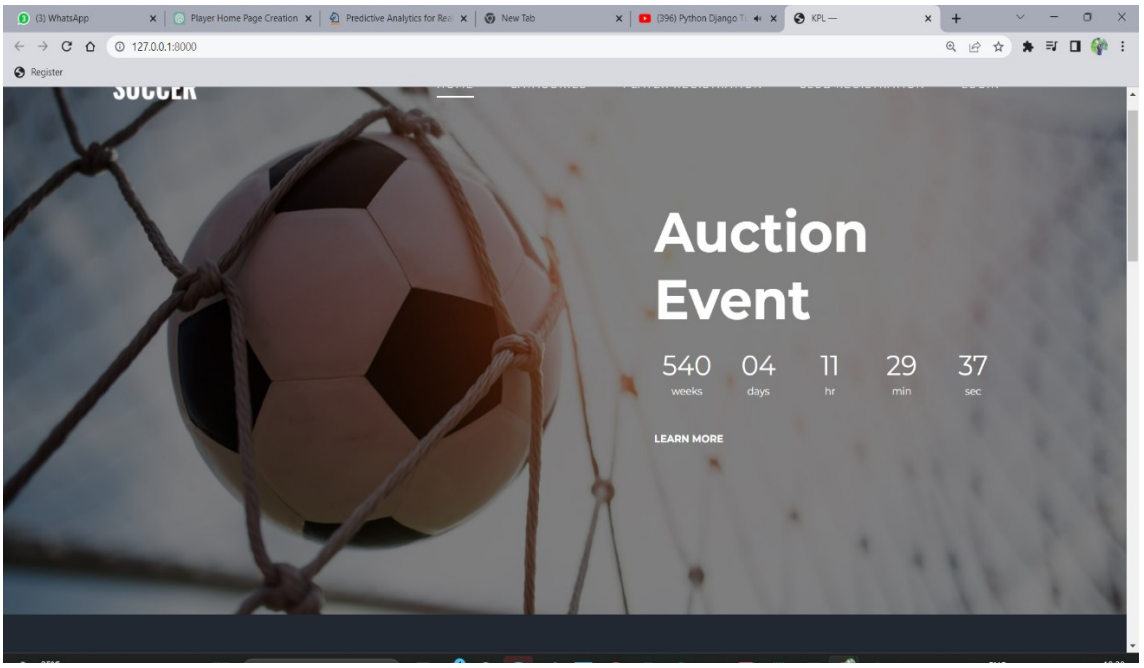
Youtube:

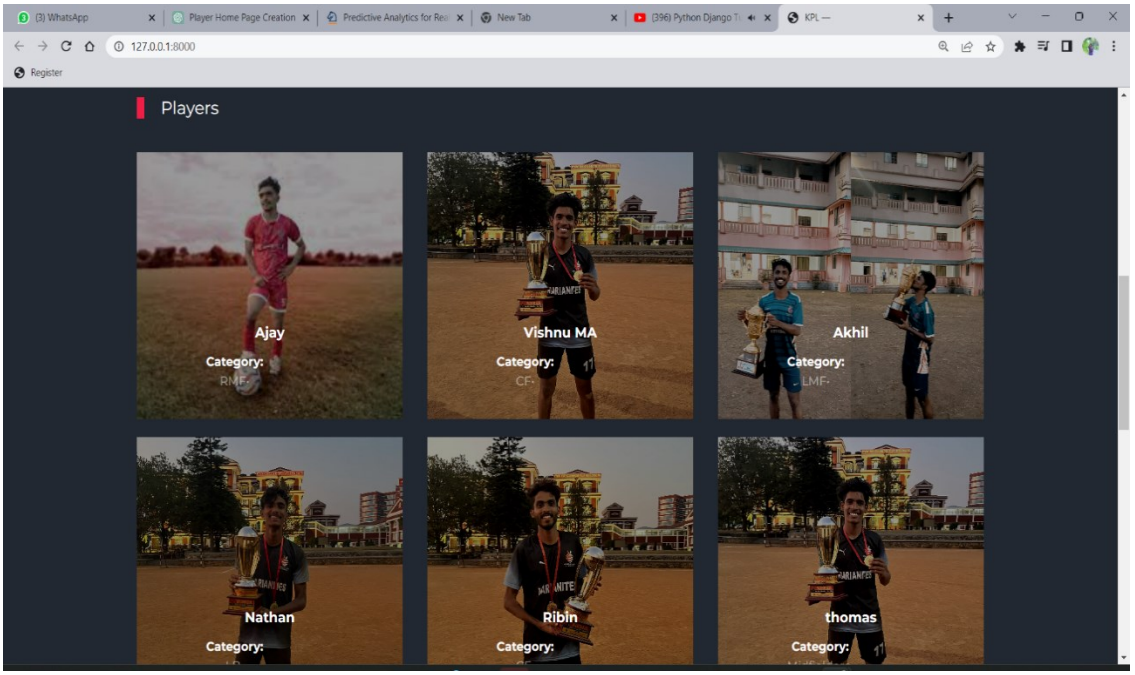
https://youtu.be/rHux0gMZ3Eg

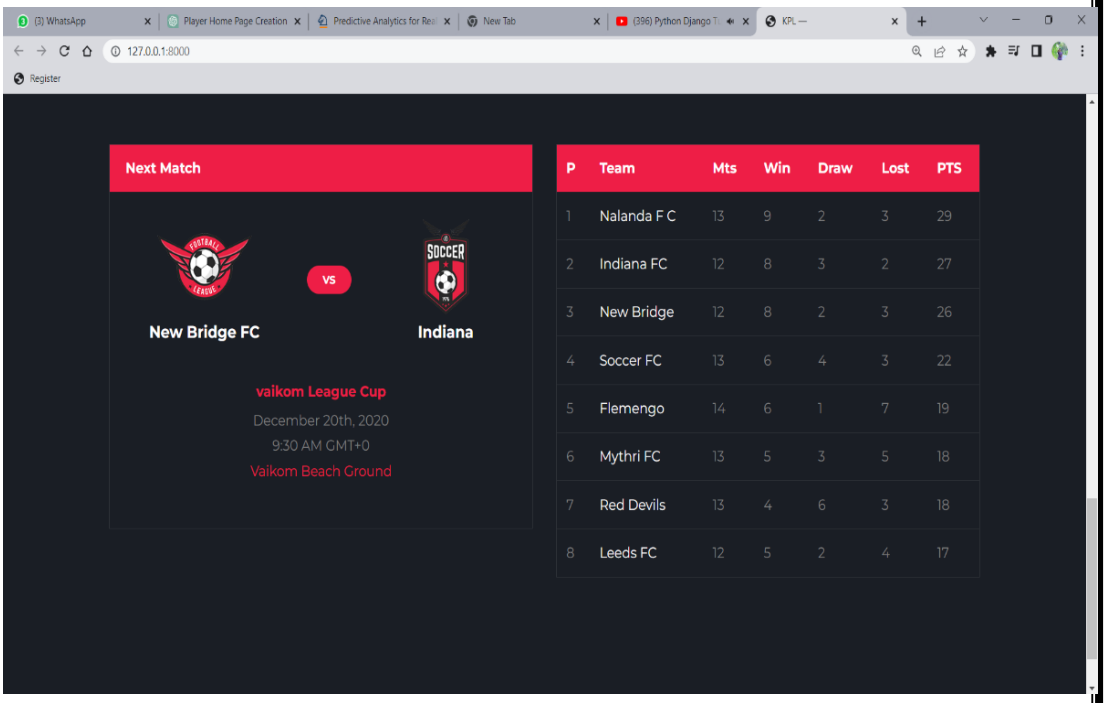
ANNEXURE

A. SCREENSHOT

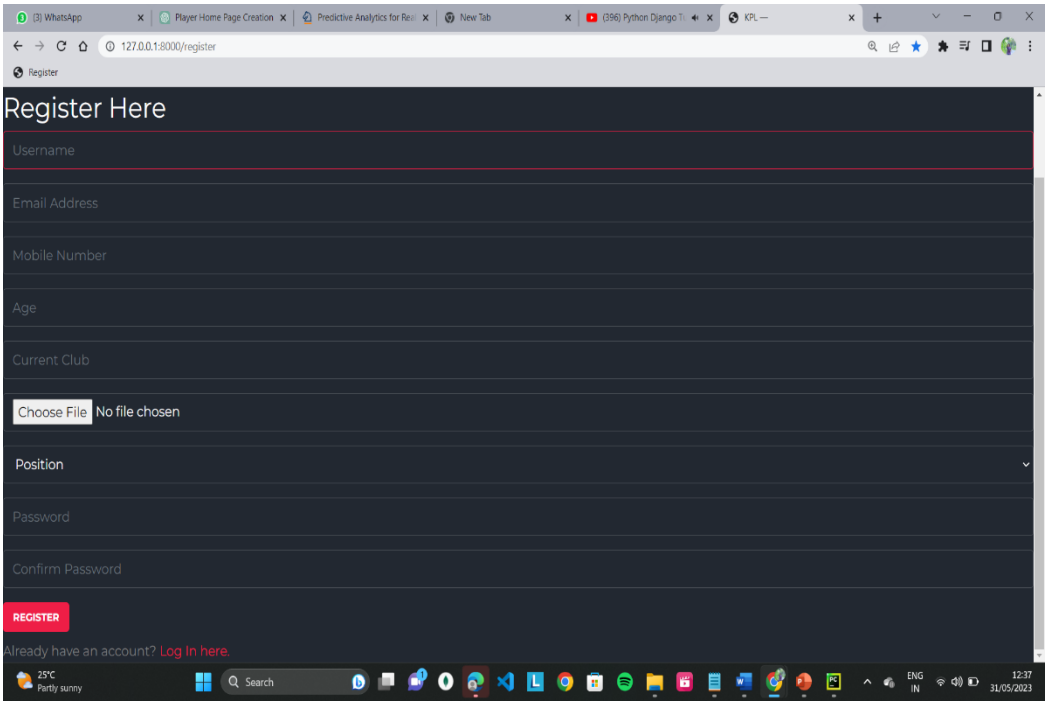
1.USER HOME PAGE



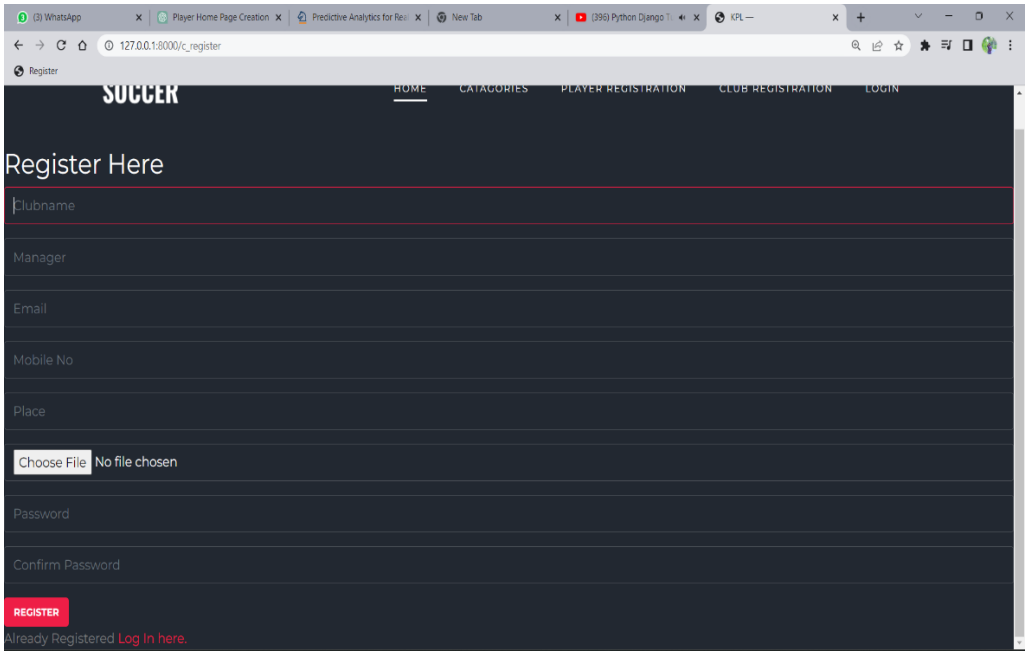




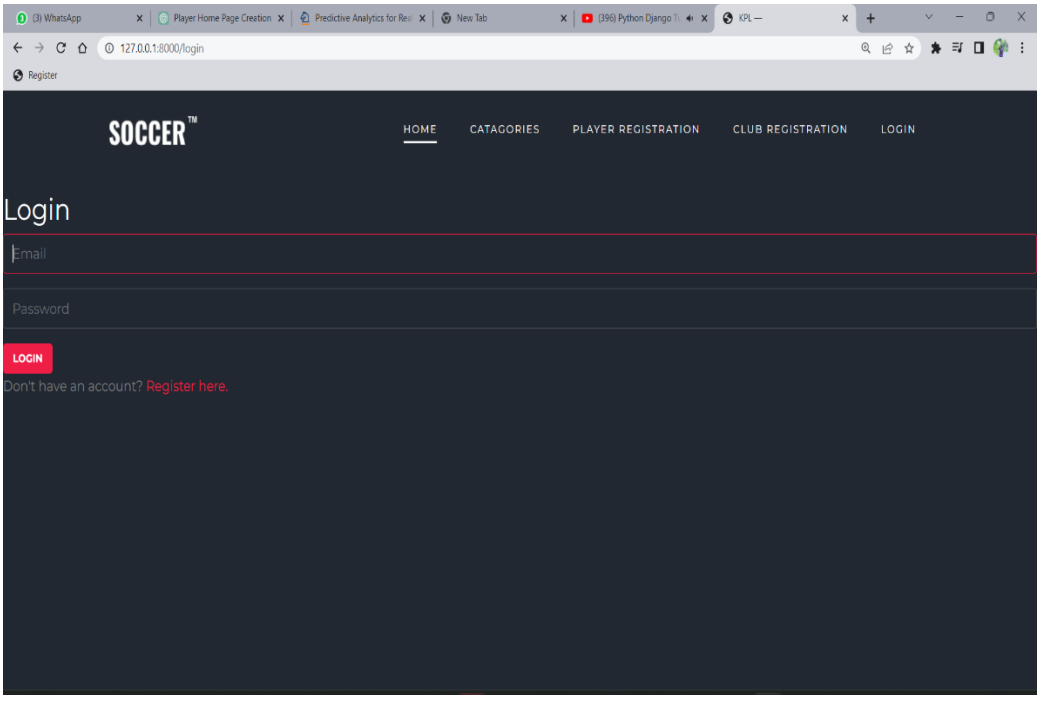
2. Player Registration



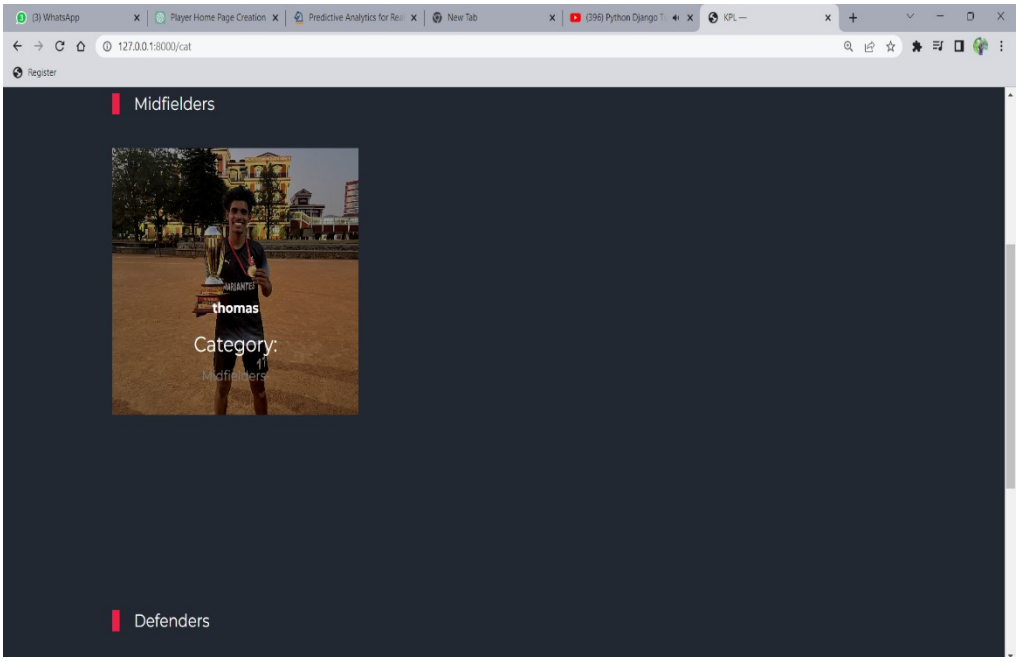
3. Club Registration



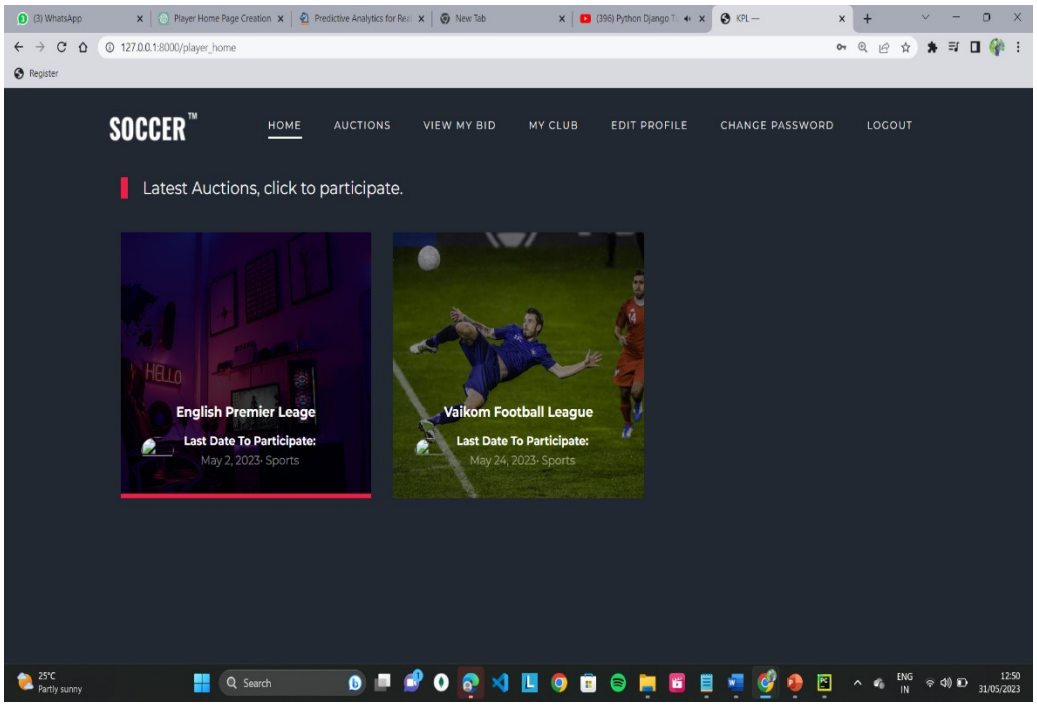
4.User Login



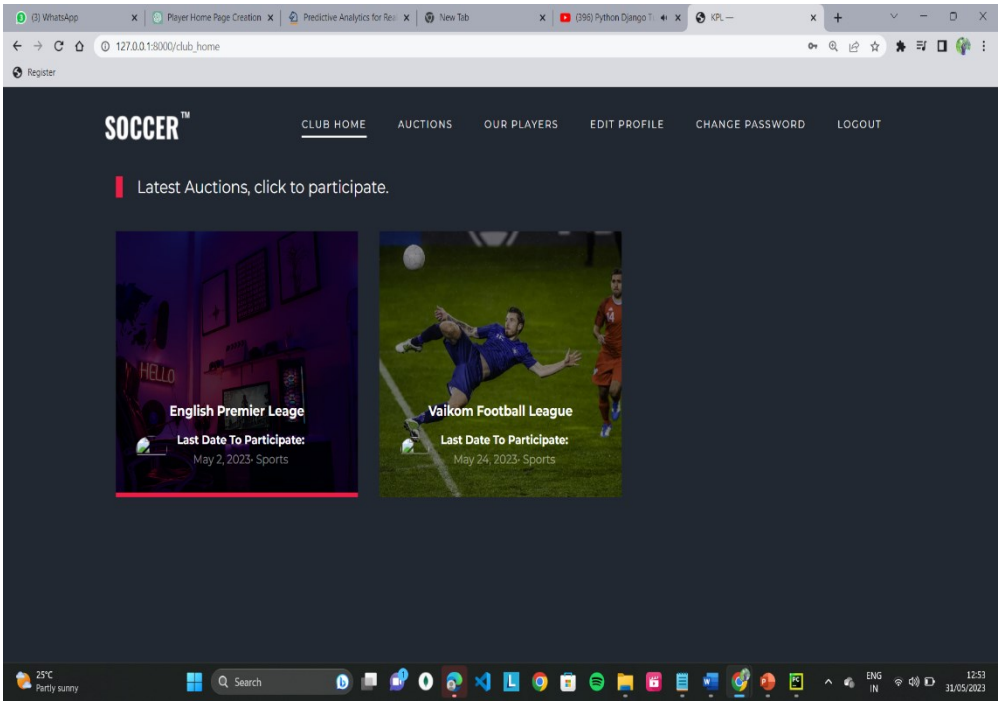
3. Categories



4. Player_home



5. Club_home



6. Django-Admin