PROJECT PRESENTATION

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ABSTRACT

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

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PROJECT REQUIREMENTS

- Player Registration and Login

- Owner Registration and login

- Player profile management

- Club profile management

- Categories and player listings

- Bidding process

- Search and filtering

- Admin Login

- System performance and Scalable

Next Match						
P	Team	Mts	Win	Draw	Lost	PTS
1	Nalanda F C	13	9	2	3	29
2	Indiana FC	12	8	3	2	27
3	New Bridge	12	8	2	3	26
4	Soccer FC	13	6	4	3	22
5	Flemengo	14	6	1	7	19
6	Mythri FC	13	5	3	5	18
7	Red Devils	13	4	6	3	18
8	Leeds FC	12	5	2	4	17

New Bridge FC VS **Indiana**

vaikom League Cup
December 20th, 2020
9:30 AM GMT+0
Vaikom Beach Ground

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FEATURES AND HIGHLIGHTS

The features of this websites are

- Responsive website registration

- Filtering

- Bidding mechanism

- User approval

- Reporting and analytics

- Administrative Dashboard
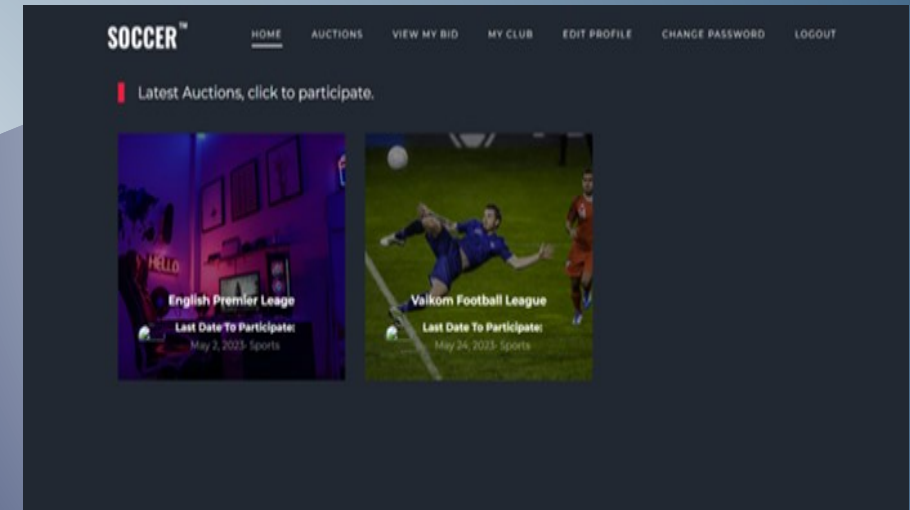
THIRD-PARTY LIBRARIES

Third-party applications and libraries in Django are pre-built components or packages developed by the community or other companies that you can use to extend the functionality of your Django projects.

The third party libraries used in my project is:

Django jazzmin :

Django Jazzmin is a third-party library for Django that provides an improved admin interface.

It is a modern, responsive, and customizable replacement for Django's default admin interface,

a drop-in app to jazz up your Django admin site, with plenty of things you can easily

customize, including a built-in UI customizer.

DATABASE CLASS DIAGRAM
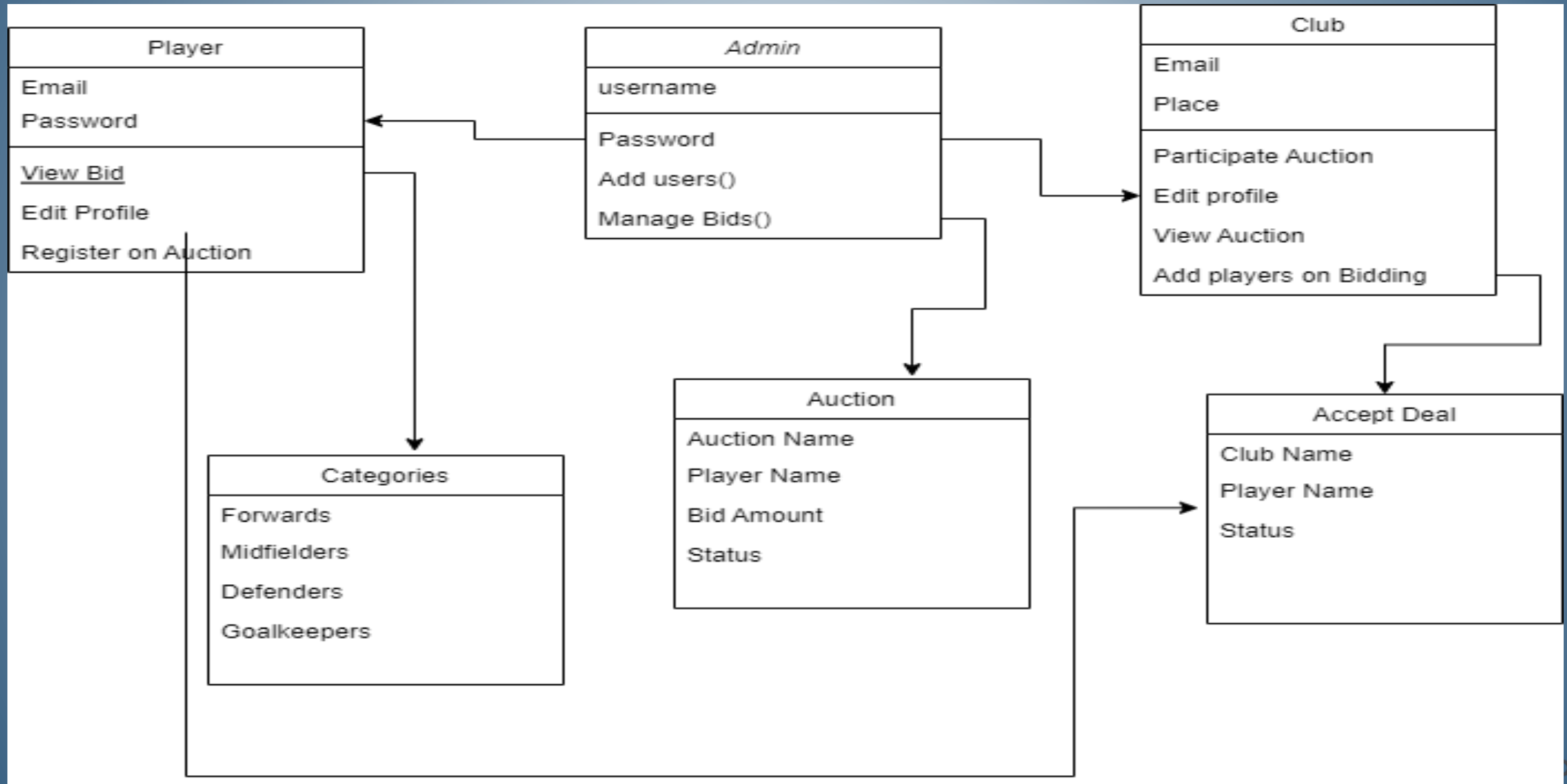
CHALLENGES FACED DURING THE DEVELOPMENT

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.

CHALLENGES FACED DURING THE DEVELOPMENT

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.

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.

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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.
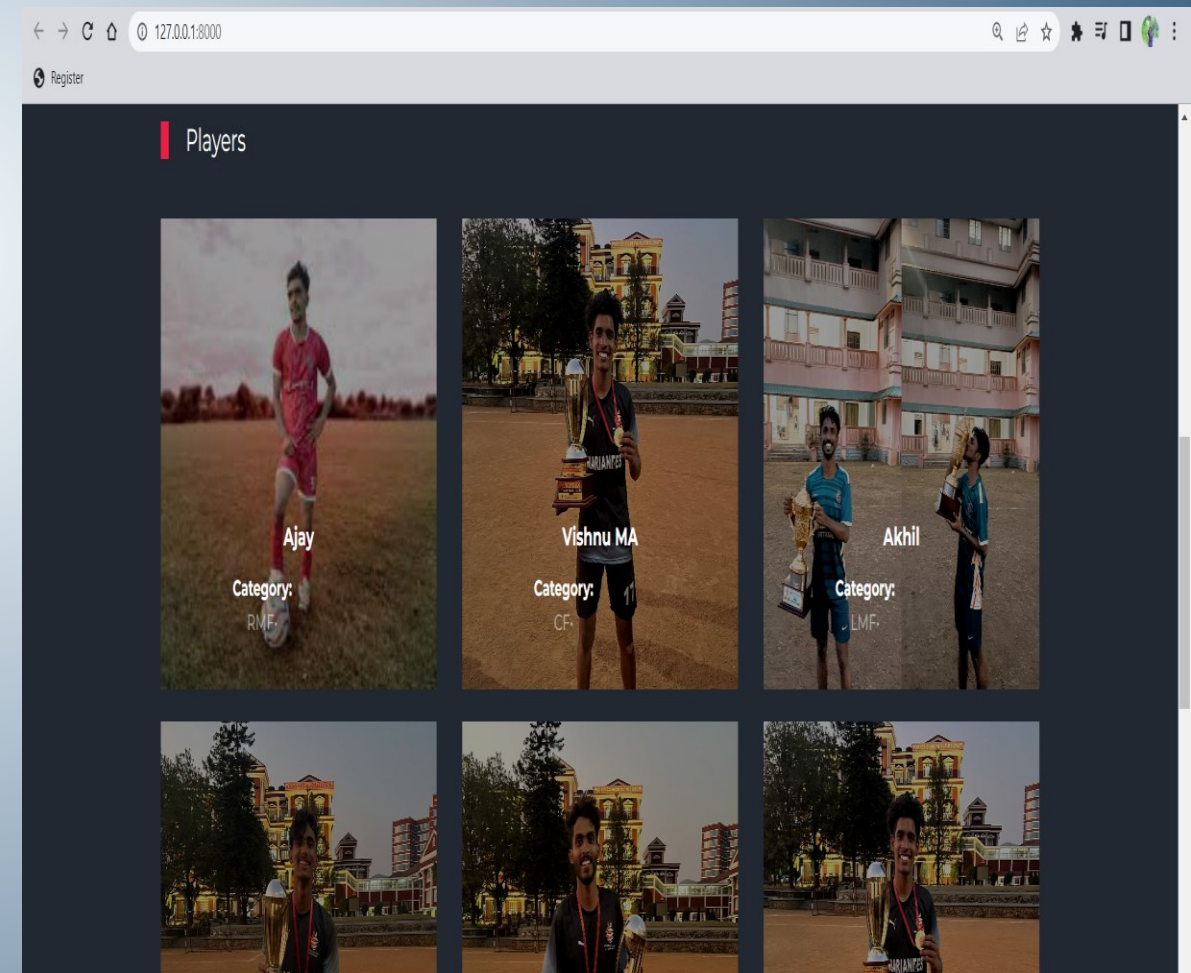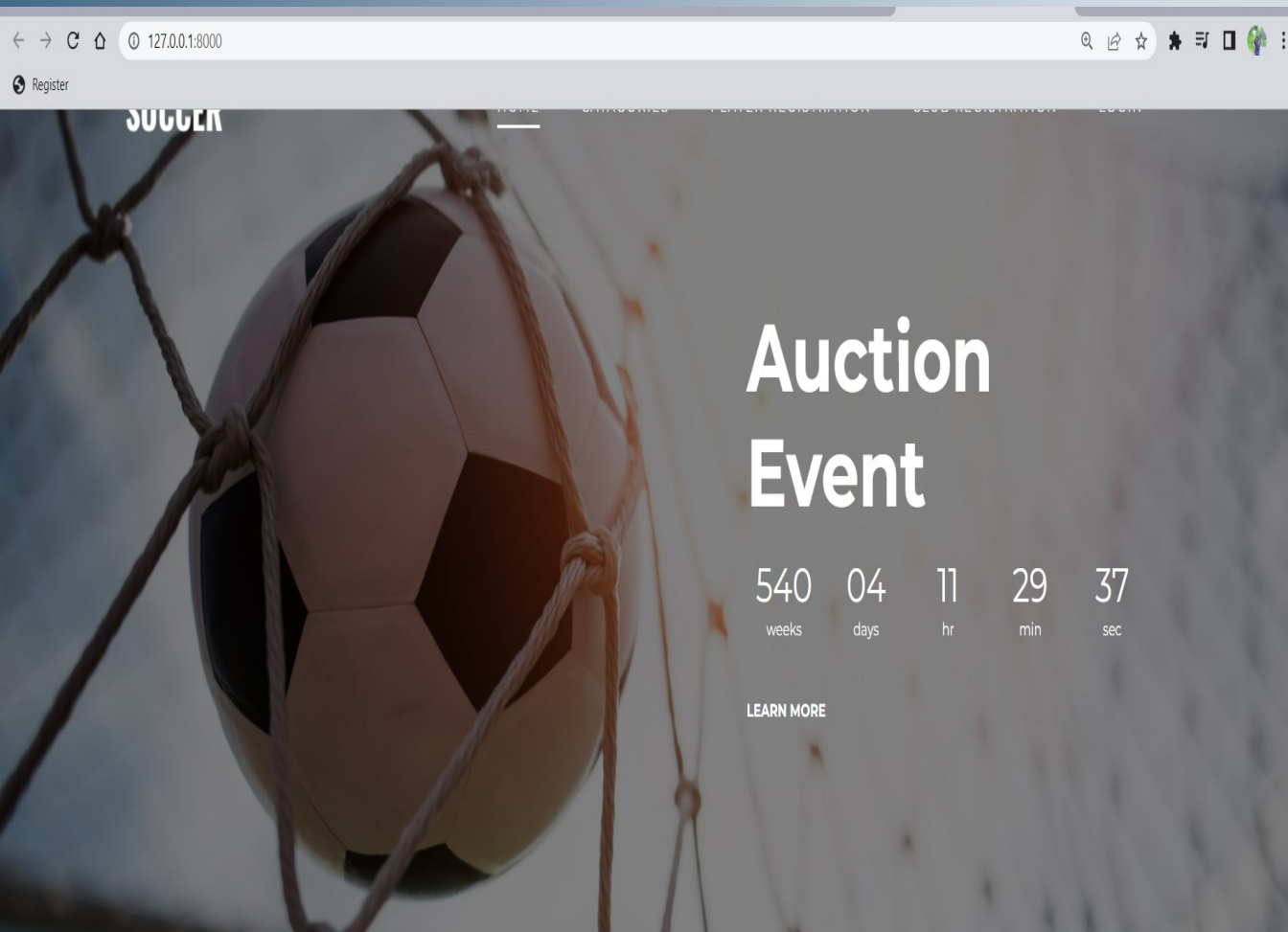
3. **Advanced Bidding Strategies**

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.
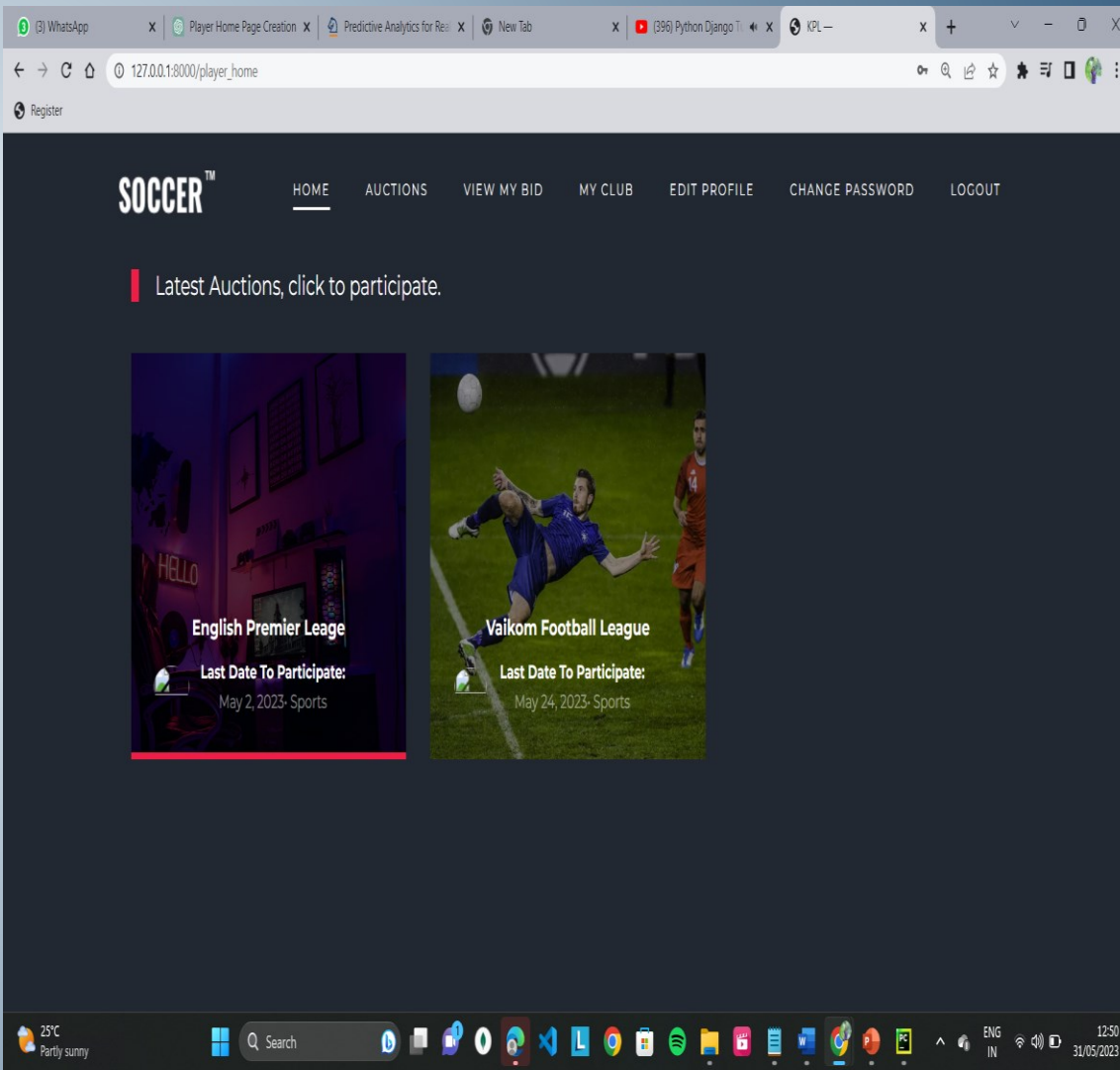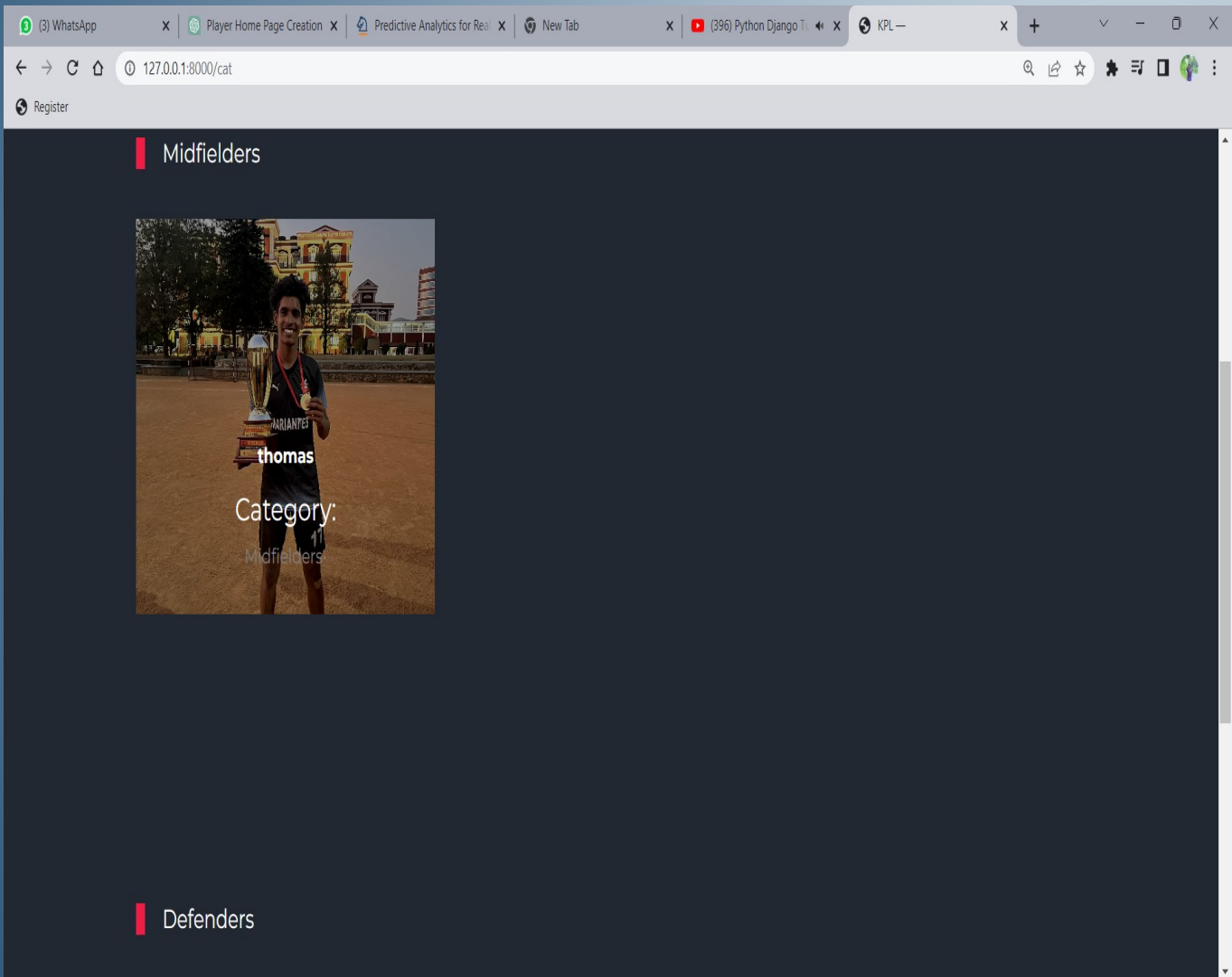
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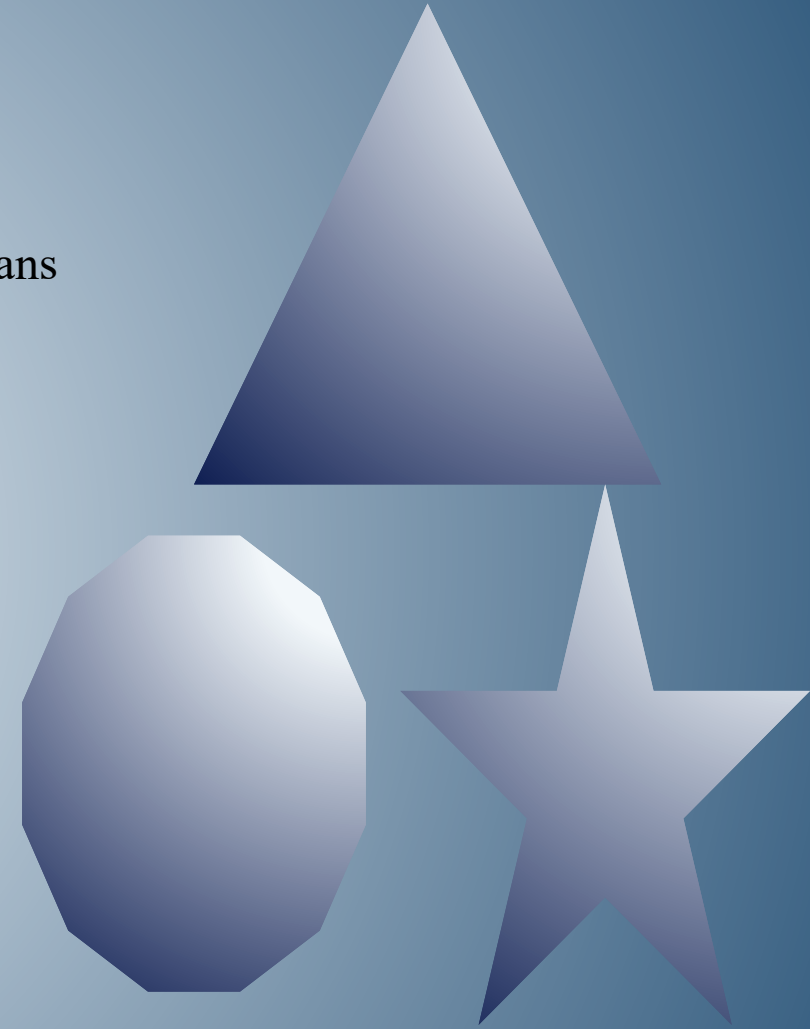
SCREENSHOTS

The home page is made dynamic by displaying the details of the teams created by the admin side.

Several players are categorized based on position.

Player_home created for participating in the auctioning.

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.

REFERENCES

Stack Overflow:

https://stackoverflow.com/

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

T4 tutorial

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

Django Documentation:

https://docs.djangoproject.com/en/4.2/search/?q=v

Shikshah :

https://www.shiksha.com/

Youtube:

https://youtu.be/rHux0gMZ3Eg

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THANK YOU