Charity Events

Project Objective: -

In the recent years many amateur clubs have started to host various sports related competitions to raise fund for their clubs but due to the current Covid crisis it has become difficult for them to run and organise these competitions effectively. So, the requirement is to organise these competitions in such a way that people can enter into these competitions remotely without the need to actually gather at one place. The main objective of this project is to develop a distributed system that will provide a web application for the people to enter into these competitions. People can access the website from mobile phone or laptop according to their convenience. So, this can be achieved by creating a microservice which will be the front end of the web application which will provide UX aspect to the user. The backend microservice will deal with requests coming from the clients. Based on these requests, this service will allow organizers to create events and will allow users to participate in those events by registering to these events. The communication between front facing microservice and backend microservice is to be achieved by using REST API over HTTP requests and responses. Some of the people may not use the web application so each service should also implement a mechanism to accept text messages from any phone which contains participant’s information and their selection. This entire implementation can be done using the Azure Service Fabric which is a distributed system platform that allows us to create and manage scalable and reliable microservices and containers. Finally, the UX microservice should allow administrators access and manage various data related to all the ongoing competitions.