1. **Requirements Gathering & Analysis (Conception/Initiation)**

* **System Requirements (Technical):**
* **Performance:** Handle high user traffic and event data.
* **Security:** Secure data storage and transactions.
* **Integration:** Connect with payment and ticketing systems.
* **Database:** Manage event details, registrations, and results.
* **Authentication:** Secure user login and role management.
* **Cross-Platform Support:** Accessible via web and mobile.
* **Event Management:** Tools for creating and updating event schedules.
* **Notifications:** Inform users of event changes or updates.
* **User Requirements (End-User Needs):**
* **Registration:** Users can register and pay for events.
* **Event Search:** Users can browse and filter events.
* **Live Updates:** Real-time event scores and results.
* **Notifications:** Alerts for schedule changes or cancellations.
* **Profile Management:** Users can manage personal details and track performance.
* **Ticketing:** Spectators can book tickets for events.
* **Results:** Users can view detailed event results and statistics.
* **Action:** "Plan event"
  + **Description:** This is the initial stage where the club identifies the need for a sports event. They define the event's purpose, goals, and scope. This phase includes brainstorming and initial planning.
* **Action:** "Choose sport"
  + **Description:** Based on the club's resources, member interests, and available facilities, a specific sport is selected for the event.