# SYNOPSIS

**ON**

# Tournament Registation Portal

**BY**

# Asad Chaudhary

**SAVITRIBAI PHULE PUNE UNIVERSITY MASTER OF COMPUTER APPLICATION**

****

**Dr. D.Y. Patil School of MCA**

## Charoli (BK), PUNE- 412105 Year 2024-2025

**Date: -**

**CERTIFICATE**

**This is to certify that Mr. / Ms.**  **, has successfully / partially completed his/her project work entitled**

**“** **” in partial fulfillment of MCA -I SEM-I Mini Project for the year 2024-2025.**

**He / She has worked under our guidance and direction.**

**Place : Pune. Date :**

**Prof.** **Dr. E. B. Khedkar**

**(Project Guide) (Director)**

**ACKNOWLEDGEMENT**

The report entitled “ **Tournament Registation Portal**” with special references is the outcome of our hard work and dedication at **DYPSOMCA**.It was a formidable task. Without the active guidence and help from all the team members it would have not been diluted into a good project.

Further more,I would like to register my heartfelt gratitude to **Prof. Urmila Kadam** for hisphilanthropic and overriding effort for guiding and helping me throught the developmentof my project.

I would also like to place my sincere thanks to **Dr. E. B Khedkar sir and Prof. MohammadAli Shaikh sir, Prof. Sapna Chavan mam** and all faculties of DYPSOMCA, fortheir constant encouragement and kind help during my project. Finally, warm appreciation to my team members and friends for making me enable to complete this project successfully.

**Student Name Asad Chaudhary**

**Index**

|  |  |  |
| --- | --- | --- |
| **Chapter No.** | **Particulars** | **Page Number** |
| **1** | **INTRODUCTION** | 5 |
| 1.1 | ABSTRACT | 5 |
| 1.2 | EXISTING SYSTEM AND LIMITATIONS OF THE EXISTING SYSTEM | 5 |
| 1.3 | NEED FOR THE PROPOSED SYSTEM | 5 |
| 1.4 | SCOPE OF SYSTEM | 5 |
| 1.5 | BRIEF DESCRIPTION OF TECHNOLOGY USED 1.6.1 OPERATING SYSTEMS USED (WINDOWS OR UNIX) 1.6.2 DATABASE (IF APPLICABLE) | 6 |
| **2** | **PROPOSED SYSTEM** | 6 |
| 2.1 | STUDY OF SIMILAR SYSTEMS | 6 |
| 2.2 | FEASIBILITY STUDY | 6 |
| 2.3 | OBJECTIVES OF PROPOSED SYSTEM | 7 |
| 2.4 | FUNCTIONAL AND NON-FUNCTIONAL REQUIREMENTS | 7 |
| 2.5 | USERS OF SYSTEM | 7 |
| 2.6 | MODULE SPECIFICATION | 7 |

|  |  |  |
| --- | --- | --- |
| 3.4 | SEQUENCE DIAGRAM |  |
| 3.5 | ACTIVITY DIAGRAM |  |
| 3.6 | MODULE HIERARCHY DIAGRAM |  |
| 3.7 | COMPONENT DIAGRAM |  |
| 3.8 | DEPLOYMENT DIAGRAM |  |
| 3.9 | WEB SITE MAP DIAGRAM |  |
| 3.10 | TABLE SPECIFICATION [DATA DICTIONARY] |  |
| 3.11 | USER INTERFACE DESIGN AND REPORTS |  |
| **4** | **DRAWBACKS AND LIMITATION** |  |
| **5** | **PROPOSED ENHANCEMENT** |  |
| **6** | **CONCLUSION** |  |
| **7** | **BIBLIOGRAPHY** |  |
| **8** | **ANNEXURES** |  |
| **9** | **SAMPLE CODE** |  |

# Introduction:

The **Tournament Registration Portal** is a web-based application designed to simplify the process of team registration for tournaments. It allows teams to register and manage their participation online, while administrators can manage team details and tournament-related data. This system replaces manual processes, saving time and ensuring accurate records. It is user-friendly and provides features like team registration management, user profiles, and feedback options, making it helpful for both participants and administrators.

## Abstract

The **Tournament Registration Portal** is an online platform aimed at automating the process of registering teams for tournaments. It replaces manual processes with a streamlined system, saving time and reducing errors. Administrators can efficiently manage team details and schedules, while teams can register, update their information, and receive updates about the tournament.

## Existing System and Limitations

* + - **Manual Process:** Registrations and team details are managed through physical forms or spreadsheets.
    - **Time-Consuming**: Handling team registrations and verifying details manually is inefficient.
    - **Error-Prone:** Manual methods are more likely to introduce mistakes or overlook details.
    - **Lack of Features:** No real-time updates or effective communication channels for teams.

## Need for the Proposed System

* + - Simplify and streamline the team registration process.
    - Ensure accurate and consistent data management.
    - Provide real-time updates and easy access to tournament details..
    - Allow administrators to manage teams, schedules, and updates efficiently.

## Scope of the System

* + - **For Teams:** Register for tournaments, update team details, and track tournament schedules.
    - **For Administrators:** Manage team registrations, update tournament information, and perform CRUD operations on team details.
    - Centralized system accessible from anywhere, ensuring smooth management

## Brief Description of Technology Used

The **Tournament Registration Portal** is developed using **Php**, a web framework, for backend functionality and **SQLite** for data storage. The frontend is crafted using **HTML**, **CSS**, and **JavaScript** for structure, styling, and interactivity. The system is compatible with both desktop and mobile platforms, ensuring seamless accessibility.

## Operating Systems Used

The system runs on Windows, Linux, or any platform that supports Html and Php.

## Database

The system uses **Php**, a lightweight and reliable database seamlessly integrated with Xamp.

# 

# Proposed System

* Makes booking study spaces easier by replacing manual methods.
* Simplifies the process of registering teams for tournaments.
* Provides real-time updates about team registration statuses and schedules.
* Allows teams to register, modify, or cancel their participation.
* Enables administrators to manage team details, schedules, and other tournament data.
* Collects and organizes feedback for improving the system.
* Secures team and administrator data with robust security measures.
* Features a responsive interface for both desktop and mobile users.

## Study of Similar Systems

* + - Existing systems like event or competition registration platforms provide similar features but are often generic and complex.
    - The **Tournament Registration Portal** is tailored specifically for tournaments, making it simpler and more effective for this use case.

## Feasibility Study

* + - **Technical Feasibility:** Built using Php and Html, widely supported and scalable.
    - **Economic Feasibility:** Low-cost development using open-source tools.
    - **Operational Feasibility:** Easy to use for students and administrators.

## Objectives of Proposed System

* + - Provide an efficient and user-friendly platform for team registration.
    - Automate the process to save time and reduce errors.
    - Enable real-time updates and smooth management of tournament data.

## Functional and Non-Functional Requirements Functional Requirements:

* + - Teams can register, update, or cancel their registration.
    - Administrators can manage team details and tournament schedules.
    - Feedback collection for continuous system improvement.

## 

## Non-Functional Requirements:

* + - Reliable and fast performance.
    - Secure handling of team and adminstrator data.
    - Mobile and desktop-friendly interface.

## Users of the System

* + - **Teams:** To register for tournaments and update their details.
    - **Administrators:** To manage teams, schedules, and tournament data.

## Module Specification

The system is divided into the following modules:

1. **User Management Module**: Handles team registrations, logins, and profile management.
2. **Tournament Management Module:** Administrators can manage tournament schedules, team registrations, and updates.
3. **Registration Module:** Teams can register, modify, or cancel their participation.
4. **Feedback Module:** Collects and reviews feedback from teams.
5. **Report Generation Module:** Allows administrators to generate reports on team registrations and tournament progress.

# System Analysis and Design

# Entity Relationship Diagram

# 

# 

# Use Case Diagram

# 

# Class Diagram

# 

# Activity Diagram

# 

# DRAWBACKS AND LIMITATION

**Drawbacks and Limitations of the Cricket Tournament Registration Platform**

1. **Limited Scalability**
   * The platform is built using PHP and XAMPP, which may not handle high traffic efficiently.
   * It lacks advanced optimization for large-scale tournaments with numerous participants.
2. **Manual Dependency for Administration**
   * The admin panel requires manual oversight for validating and managing registrations.
   * Automated tools for advanced analytics and reporting are not implemented.
3. **Security Vulnerabilities**
   * Basic security measures may be insufficient to protect sensitive user data.
   * Vulnerabilities to SQL injection and XSS attacks need further mitigation.
4. **Limited User Experience Features**
   * The interface does not support multi-language functionality.
   * Absence of features like real-time updates or notifications about registration status.
5. **Email Dependence on SMTP**
   * Email delivery depends on the reliability of the SMTP server.
   * Potential delays or failures in email notifications may affect user experience.
6. **Static Design**
   * The design does not dynamically adjust for different screen sizes, potentially limiting usability on mobile devices.
   * No integration of responsive design frameworks like Bootstrap.
7. **No Payment Integration**
   * The platform does not support online payment options for registration fees.
   * Participants must rely on external methods to complete payments.
8. **Limited Data Storage**
   * The use of XAMPP restricts database capabilities for handling extensive datasets.
   * No integration with cloud-based solutions for data backup and scalability.
9. **Absence of Team Collaboration Features**
   * Teams cannot collaborate or update their registration details after submission.
   * No chat or communication features for participants.
10. **Dependence on Local Server**
    * Hosting the platform locally using XAMPP limits accessibility.
    * Deploying it on a public server requires additional configuration and hosting resources.
11. **No Real-Time Validation**
    * Validation for duplicate registrations is performed only at submission.
    * No instant feedback or warnings during form filling.
12. **Lack of Comprehensive Testing**
    * The platform may not have undergone rigorous testing for edge cases and performance issues.
    * Limited error handling and debugging mechanisms.
13. **Minimal Integration with Social Media**
    * No options for participants to share or promote the tournament on social platforms.
14. **Limited Future-Proofing**
    * The architecture may require significant rework to incorporate advanced features like AI-based matchmaking or predictive analytics.

# PROPOSED ENHANCEMENT

**Proposed Enhancements for the Cricket Tournament Registration Platform**

1. **Implement Scalability Improvements**
   * Migrate to a cloud-based hosting solution to handle high traffic.
   * Optimize database queries and backend logic for better performance.
2. **Automate Administrative Processes**
   * Introduce automated tools for analytics and reporting.
   * Add bulk registration management options for the admin panel.
3. **Enhance Security**
   * Implement SSL encryption for secure data transmission.
   * Use prepared statements or ORM to mitigate SQL injection risks.
   * Conduct regular vulnerability assessments and penetration testing.
4. **Improve User Experience**
   * Add multi-language support to cater to diverse user groups.
   * Enable real-time notifications and updates for registration status.
5. **Upgrade Email System**
   * Use transactional email services like SendGrid or Amazon SES for reliable delivery.
   * Add a queue system to handle bulk email notifications efficiently.
6. **Adopt Responsive Design**
   * Utilize frameworks like Bootstrap or Tailwind CSS for responsive layouts.
   * Test the platform across various devices to ensure consistent user experience.
7. **Integrate Payment Gateway**
   * Add payment gateway options such as Razorpay, PayPal, or Stripe.
   * Provide secure and seamless payment experiences for users.
8. **Expand Data Storage**
   * Use scalable database solutions like MySQL with replication or cloud databases.
   * Implement automated data backup mechanisms for reliability.
9. **Introduce Collaboration Features**
   * Allow teams to edit or update their registration details post-submission.
   * Add communication features like team chat or announcements.
10. **Enable Public Server Hosting**
    * Deploy the platform on a public hosting service for wider accessibility.
    * Ensure proper configuration for security and performance.
11. **Real-Time Validation**
    * Implement front-end validation for form inputs.
    * Provide instant feedback for errors or duplicate entries.
12. **Comprehensive Testing**
    * Perform rigorous unit, integration, and stress testing.
    * Develop error handling mechanisms to improve platform stability.
13. **Integrate Social Media Features**
    * Allow users to share their registrations or the tournament details on social platforms.
    * Add social media login options for convenience.
14. **Future-Proof the Platform**
    * Design a modular architecture to accommodate advanced features like AI-based analytics.
    * Plan for regular updates and feature enhancements based on user feedback.

**CONCLUSION**

 **User-Friendly Interface**:  
The platform offers a well-structured homepage displaying all essential tournament details, including venue, time, and registration fees, ensuring easy access to information for participants.

 **Team Registration**:  
Users can easily register their teams through a straightforward registration form, with clear instructions and necessary fields. The form includes a submission option that allows users to print the registration form after submission for reference.

 **Duplicate Registration Prevention**:  
To maintain data integrity, the platform incorporates validation features to prevent the same team from registering multiple times, ensuring unique team entries.

 **Admin Panel for Management**:  
The admin panel provides an efficient system to manage team registrations and other relevant details, allowing easy access to the data entered by participants, as well as the ability to update or manage the tournament.

 **Google Maps Integration**:  
The use of Google Maps for the tournament venue location provides an interactive and visual reference for participants, enhancing the overall user experience.

 **Dynamic Visibility with JavaScript**:  
JavaScript is used to implement toggles and dynamic features, improving the interactivity and visibility of the site, thus providing a smoother and more engaging user experience.

 **Email Notifications with SMTP**:  
The platform integrates an SMTP server to send confirmation and notification emails to participants, ensuring timely communication and keeping them informed of their registration status.

 **Effective Project Design**:  
The project is developed using PHP, HTML, CSS, and JavaScript, with XAMPP server as the backend, demonstrating proficiency in full-stack web development. The platform is secure, reliable, and easy to use for both participants and administrators.

 **Successful Completion**:  
This project effectively meets all the requirements and objectives, showcasing a solid understanding of web development principles and practices, and serves as a functional solution for cricket tournament registrations.

# BIBLOGRAPHY

1. **W3Schools. (n.d.).** *PHP Tutorial*. W3Schools. Retrieved from https://www.w3schools.com/php/  
   This resource provided essential information on PHP syntax and functionality, which was crucial for backend development of the platform.
2. **MDN Web Docs. (n.d.).** *HTML5*. Mozilla Developer Network. Retrieved from <https://developer.mozilla.org/en-US/docs/Web/HTML>  
   MDN Web Docs offered comprehensive documentation on HTML5, helping in creating the structure of the website.
3. **CSS-Tricks. (2024).** *A Complete Guide to Flexbox*. CSS-Tricks. Retrieved from https://css-tricks.com/snippets/css/a-guide-to-flexbox/  
   This resource was helpful in learning how to layout elements responsively using Flexbox, improving the front-end design of the project.
4. **JavaScript.info. (n.d.).** *The Modern JavaScript Tutorial*. JavaScript.info. Retrieved from <https://javascript.info/>  
   This tutorial provided detailed insights into JavaScript, particularly useful for implementing dynamic features like toggles and form validations.
5. **Google Developers. (n.d.).** *Google Maps JavaScript API*. Google Developers. Retrieved from https://developers.google.com/maps/documentation/javascript  
   Google’s official documentation for integrating Google Maps API guided the inclusion of the venue location on the platform.
6. **PHP: The Right Way. (2024).** *PHP: The Right Way*. Retrieved from <https://phptherightway.com/>  
   This resource helped ensure that the PHP code used in the project followed best practices, enhancing both security and efficiency.
7. **SMTP Tutorial. (n.d.).** *Sending Email using PHP and SMTP*. SMTP Tutorial. Retrieved from https://www.smtp-server.com/tutorials  
   This tutorial guided the integration of SMTP for sending email notifications to users after registration.
8. **XAMPP Official Documentation. (n.d.).** *XAMPP: Installation and Setup Guide*. XAMPP. Retrieved from https://www.apachefriends.org/index.html  
   The XAMPP documentation helped in setting up the local server environment for running the PHP backend.

This bibliography includes sources related to PHP, HTML, CSS, JavaScript, Google Maps, SMTP, and XAMPP, all of which were integral to the development of your cricket tournament registration platform.

# ANNEXURES

1. **Frontend Files**:
   * index.html: Contains the homepage with tournament details and registration button.
   * squad.php: The team registration form where users input their team information.
   * style.css: Styles for the frontend layout and responsiveness.
   * script.js: JavaScript file for dynamic functionality, including toggles and form validation.
2. **Backend Files**:
   * register.php: Processes the team registration data and validates the form inputs.
   * admin.php: Admin panel for viewing and managing the registered teams.
   * email.php: Sends confirmation emails via SMTP after successful registration.
   * db.php: Database connection file for managing the registration data.

**Annexure 2: Database Structure**

The following table outlines the database schema used to store registration data:

| **Table Name** | **Column Name** | **Data Type** | **Description** |
| --- | --- | --- | --- |
| teams | id | INT | Unique identifier for each team |
|  | team\_name | VARCHAR(255) | Name of the team |
|  | captain\_name | VARCHAR(255) | Name of the team captain |
|  | email | VARCHAR(255) | Email address for notifications |
|  | phone\_number | VARCHAR(15) | Contact number of the team captain |
|  | registration\_date | DATETIME | Date and time when the team registered |

**Annexure 3 : SMTP Email Configuration**

The SMTP configuration details for sending email notifications to participants are as follows:

* **SMTP Server**: dy\_cricket@gmail.com
* **Port**: 587
* **Authentication**: Yes (using Gmail credentials)
* **Sender Email**: noreply@tournament.com
* **Recipient Email**: User’s provided email during registration

**Annexure 5: Testing and Validation**

1. **Duplicate Registration Validation**
   * Detailed steps and methods used to prevent duplicate team registrations using PHP.
2. **Email Notifications**
   * Sample email notification sent to a registered user confirming successful registration.

**Annexure 6: User Manual**

1. **For Participants**
   * Instructions on how to register a team for the tournament, including how to fill out the registration form, submit it, and print the registration form.
2. **For Admins**
   * Instructions on how to manage the registration data through the admin panel, including how to view and modify registered teams.