

# ArenaConnect

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## Connecting players through events and stats.

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### Problem Definition

- The gaming industry, despite its rapid growth, faces several challenges that hinder the seamless experience of gamers and organizations:
    - **Fragmented Data Access:** Gamers must visit different platforms to access their real-time stats and gameplay data for various games, leading to inconvenience and inefficiency.
    - **Lack of Centralized Event Management:** Gaming organizations and players struggle to organize, discover, and participate in events due to the absence of a unified event tracking and management platform.
    - **Limited Real-Time Insights:** There is no comprehensive solution that provides real-time updates on player statistics, rankings, and other gameplay metrics across multiple popular games like Call of Duty, Clash of Clans, Chess.com, FIFA, and PUBG.
    - **Event Promotion and Discovery Challenges:** Public and private gaming events often lack visibility, reducing participation and engagement. Players and organizations need a platform that can promote and discover events effectively.
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### Project Definition

- ArenaConnect aims to be a centralized platform for gamers and gaming organizations, addressing the challenges of fragmented data access and inefficient event management in the gaming industry. The project focuses on:
  - Building a system to consolidate and display user statistics, rankings, and gameplay metrics from multiple popular games such as Call of Duty, Clash of Clans, Chess.com, FIFA, and PUBG.
  - ArenaConnect is designed to streamline the gaming ecosystem, making it easier for gamers and organizations to connect, engage, and grow through real-time data insights and event participation.
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### Key Features

#### 1. User Profile Management

- **Create and Manage User Profiles:** Users can sign up, log in, and update their gaming profiles.
- **Game Data Integration:** Automatically fetch and display real-time game data (e.g., stats, rankings, achievements) for supported games (Call of Duty, Clash of Clans, Chess.com, FIFA,

PUBG).

- **Track Performance:** View historical data, progress, and compare performance metrics across games.

## 2. Real-Time Game Data Aggregation

- **API Integration:** Fetch real-time data from different games' APIs and present it in a cohesive dashboard.
- **Leaderboard and Ranking System:** Display global rankings, personal achievements, and comparison with other players.
- **Gaming Stats:** Show detailed player statistics, including gameplay hours, win/loss ratio, in-game items, and more.

## 3. Event Management and Discovery

- **Event Creation:** Allow gaming organizations to create and manage events (both public and private).
- **Event Details:** Provide detailed event pages with information like event type, date, time, rules, and registration link.
- **Event Discovery:** Enable users to search for events based on criteria such as game, event type, and location.
- **Event Registration:** Allow users to register for events and participate directly from the platform.
- **Event Notifications:** Send notifications to users about upcoming events or changes to events they are registered for.

## 4. Community and Interaction Features

- Implementing using Discord.
- **Social Features:** Allow users to follow other gamers, send friend requests, and share their achievements.
- **Discussion Boards/Forums:** Provide a space for players to discuss games, events, and strategies.
- **Live Chat/Message System:** Allow users to communicate with each other within the platform.

## 5. Admin and Organization Tools

- **Event Moderation:** Admins can approve, modify, or cancel events.
- **User Management:** Manage users, including banning or flagging inappropriate behavior.
- **Analytics Dashboard:** Provide event organizers with insights into event participation, user engagement, and performance metrics.

## 6. Real-Time Notifications and Alerts

- **Event Alerts:** Notify users of new events, registrations, and changes.
  - **User Milestone Notifications:** Alert users when they reach certain milestones in their games (e.g., level-ups, achievements).
  - **General Platform Updates:** Inform users about new features, upcoming maintenance, or important announcements.
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