



Prepared by:-
Ruchita Ajmera
Bijal Patel
Sagar Gohe
Divyarajsinh Chauhan

SPORTS ADDA

Head Of Department
Prof. Sanket Raval
Asst. Professor

Guided By:-
Prof. Sanket Raval
Asst. Professor



ABSTRACT

In today's time when love for Sports has increased we need a medium through which use can easily access resources whether its sports equipment or institute. Many of us who are really interested in sports & want to take part in the tournament, but they actually don't know where & when that particular tournament /event will be organized. It is a common faced problem that people don't have knowledge about institute going around. User should be given knowledge of their inserted sports & institution providing facility for its training.

INTRODUCTION

Its a platform where all sports freaks can see the tournament around them & also organizers can easily advertise tournament so maximum people can get benefit of it. Sports Adda is a place where interested user can search for institutes providing training. Their details will also be given likes fees, timing of batch, office timing, & available seats. User can easily buy equipment from their local stores. User willing to participate in events going around will get notify of all such activities going around from this project. We hope to build a system which makes life of sports lover easy.

MODULES OF THE SYSTEM

The modules in the existing systems are:

1. Shopkeeper
2. Institutes
3. Event Organizer
4. Coaches
5. Registers'
6. Visitors

PROPOSED SYSTEM

The proposed system has functionality which can make it ease for sports lovers. The event organizer will register their events into our system. The visitor can search and contact them for participation. The organizer can also register the participants from the admin panel. He can keep track of all his events. The institutes will register themselves at our system. They will add all activities going in their system with available batch timings and required conditions. They will also add their coach details so user can know the qualification and quality of coach. The shopkeeper will register in our system. He will add items to sell. User can see those items and contact them to buy. By buying from the local market, the trust of user will increase in the item.

FUTURE SCOPE

1. To implement all payment gateways.
2. Online shopping
3. Application in IOS
4. Comparison system
5. Online registration of events
6. Online registration for institutes.

ADVANTAGE OF THE SYSTEM

1. Single platform for everything.
2. Trustworthiness of items.
3. Knowledge of local events around the area.
4. Information of activities and timings through platform of institutes.
5. Information of coaches available in the institute.

WORK FLOW OF THE SYSTEM

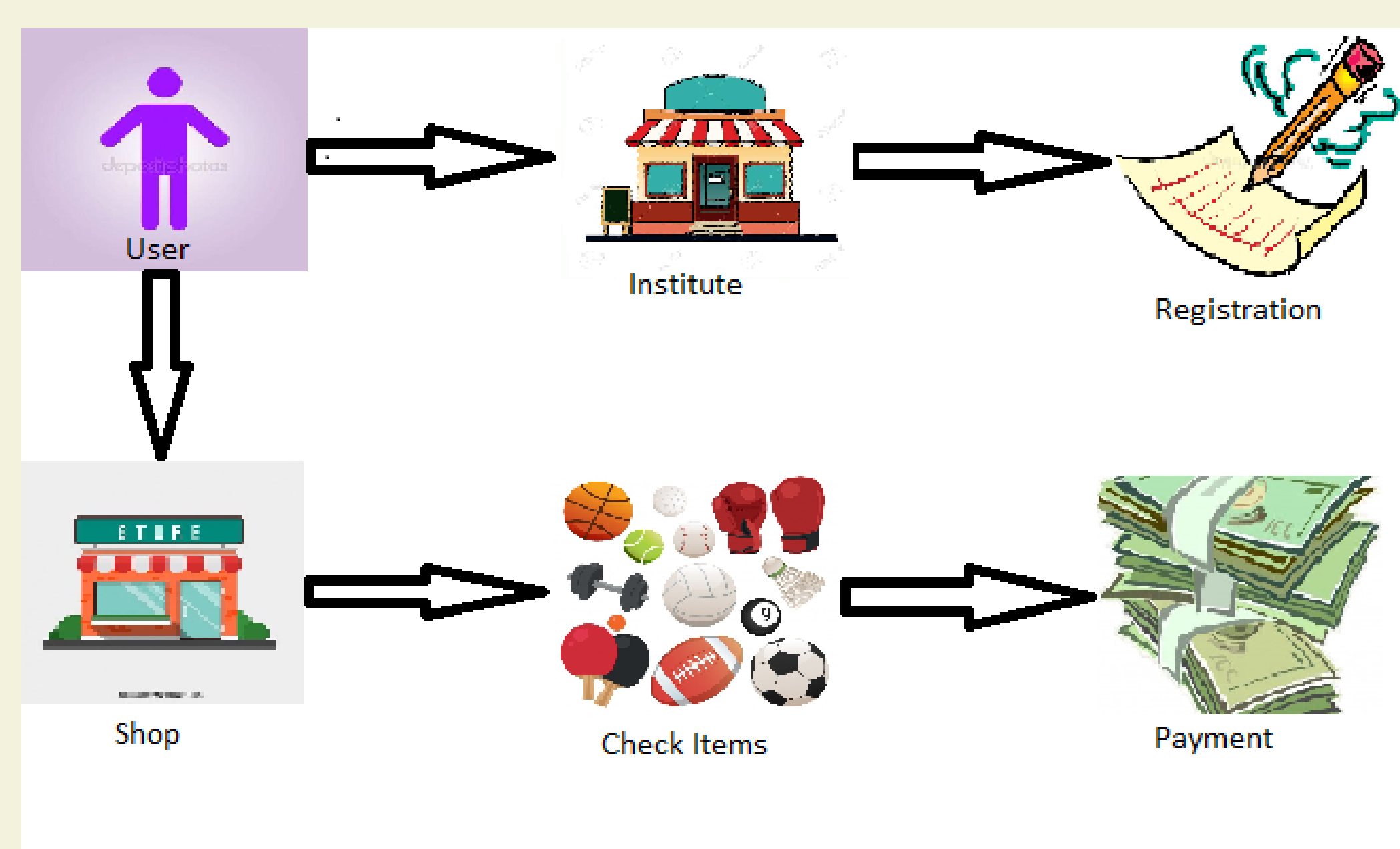


Fig.1 Existing System

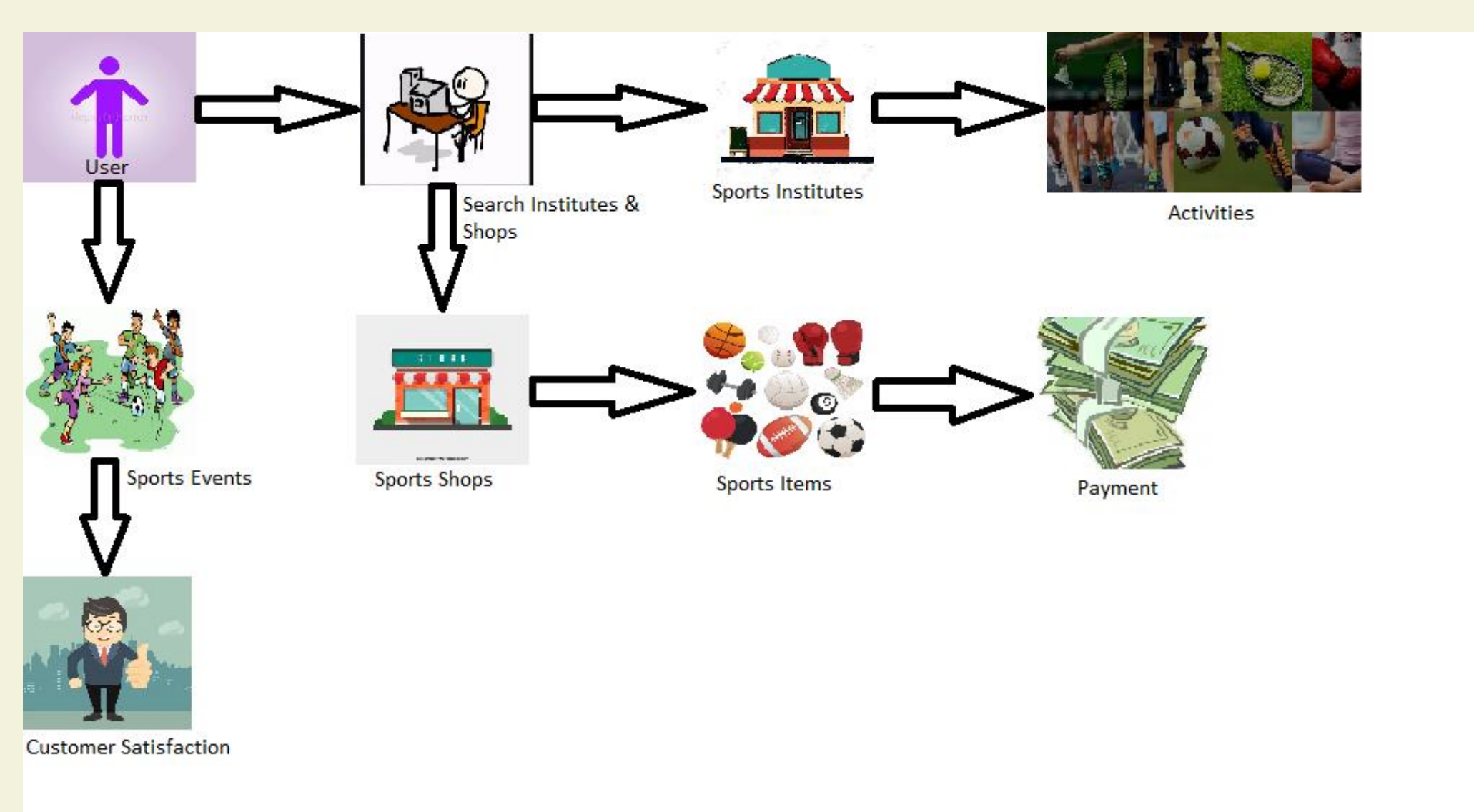


Fig.2 System Work Flow

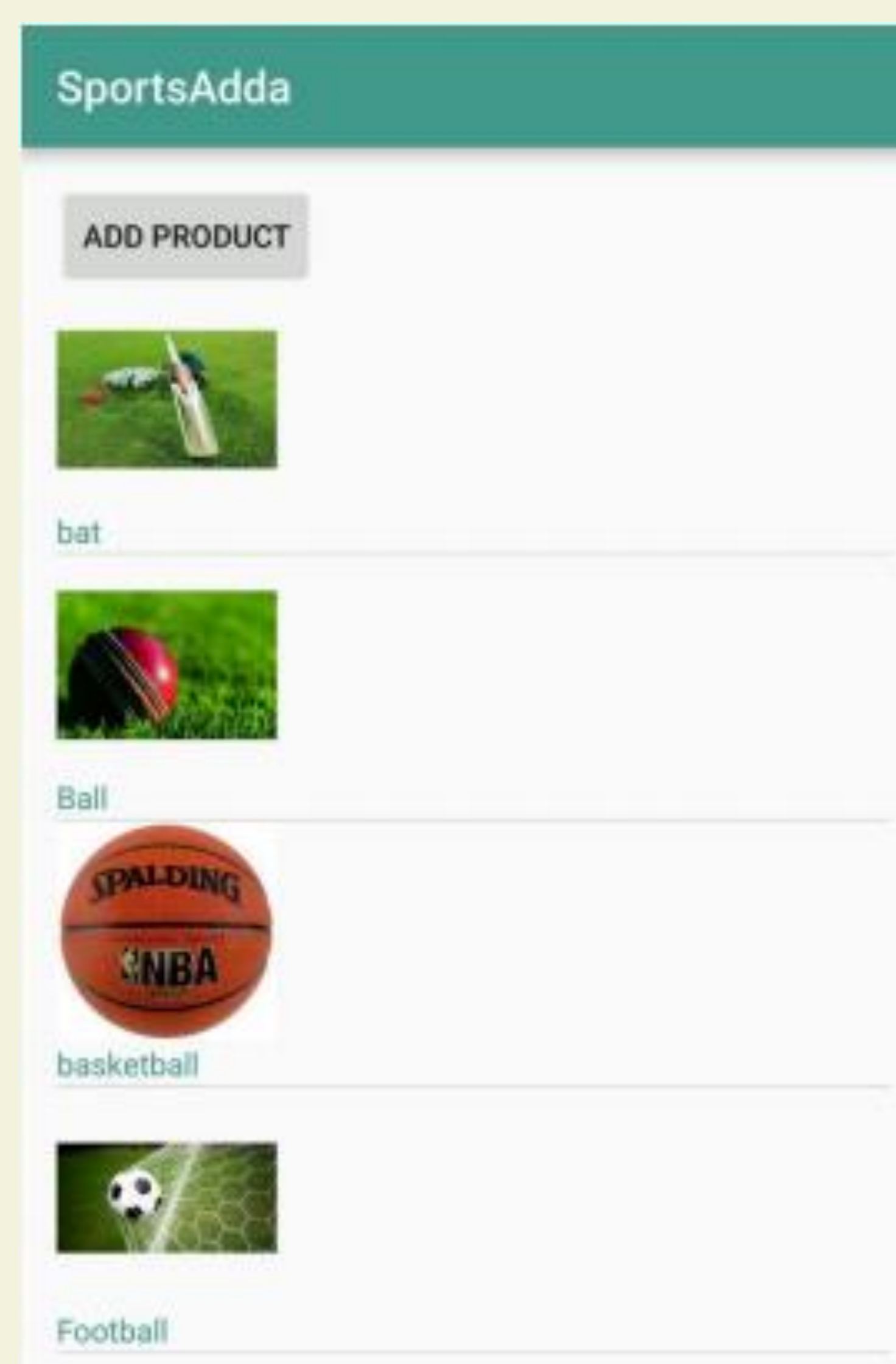


Fig.6 Show products

IMPLEMENTATION RESULTS

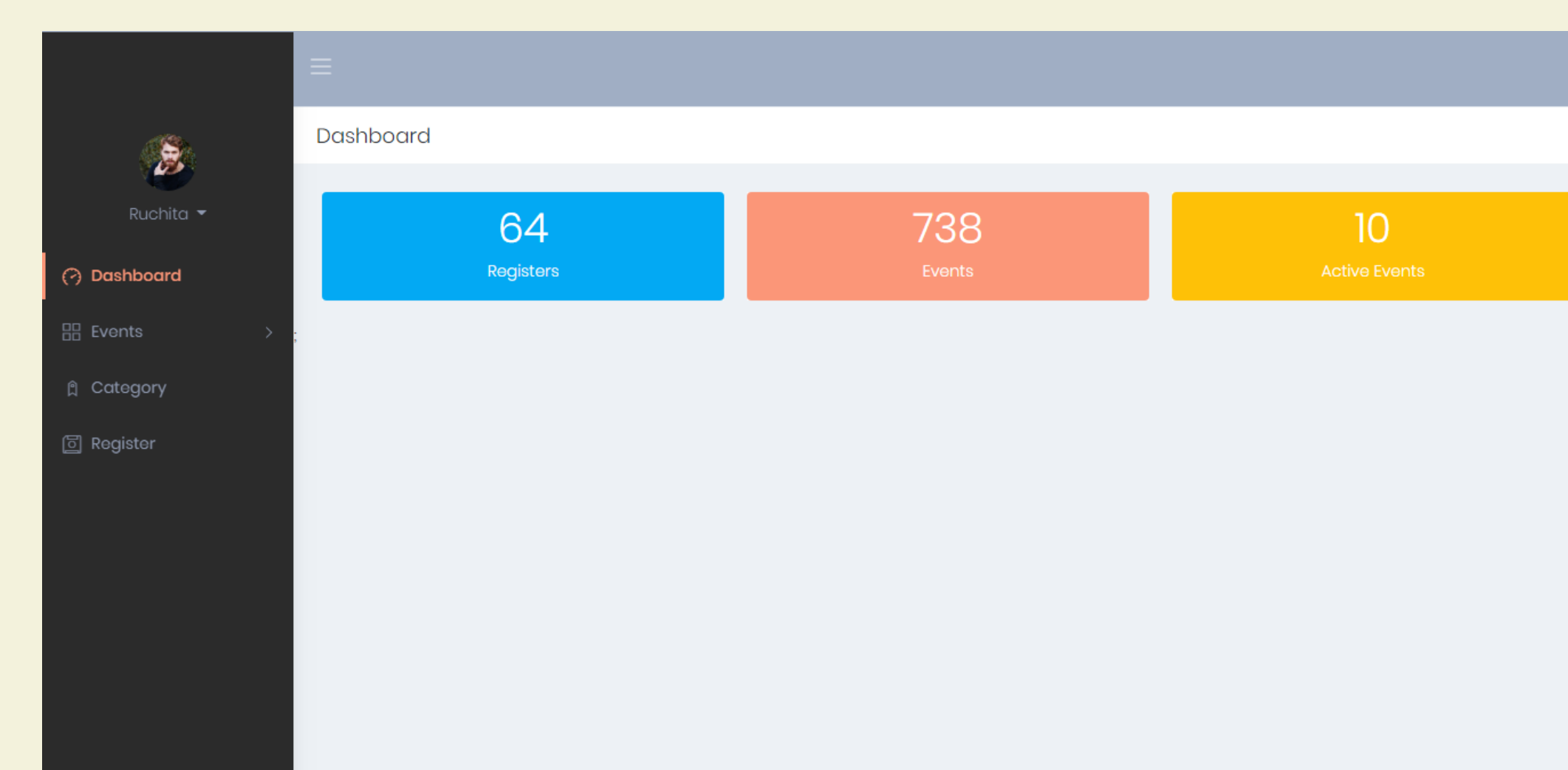


Fig 3.Dashboard of event organizer

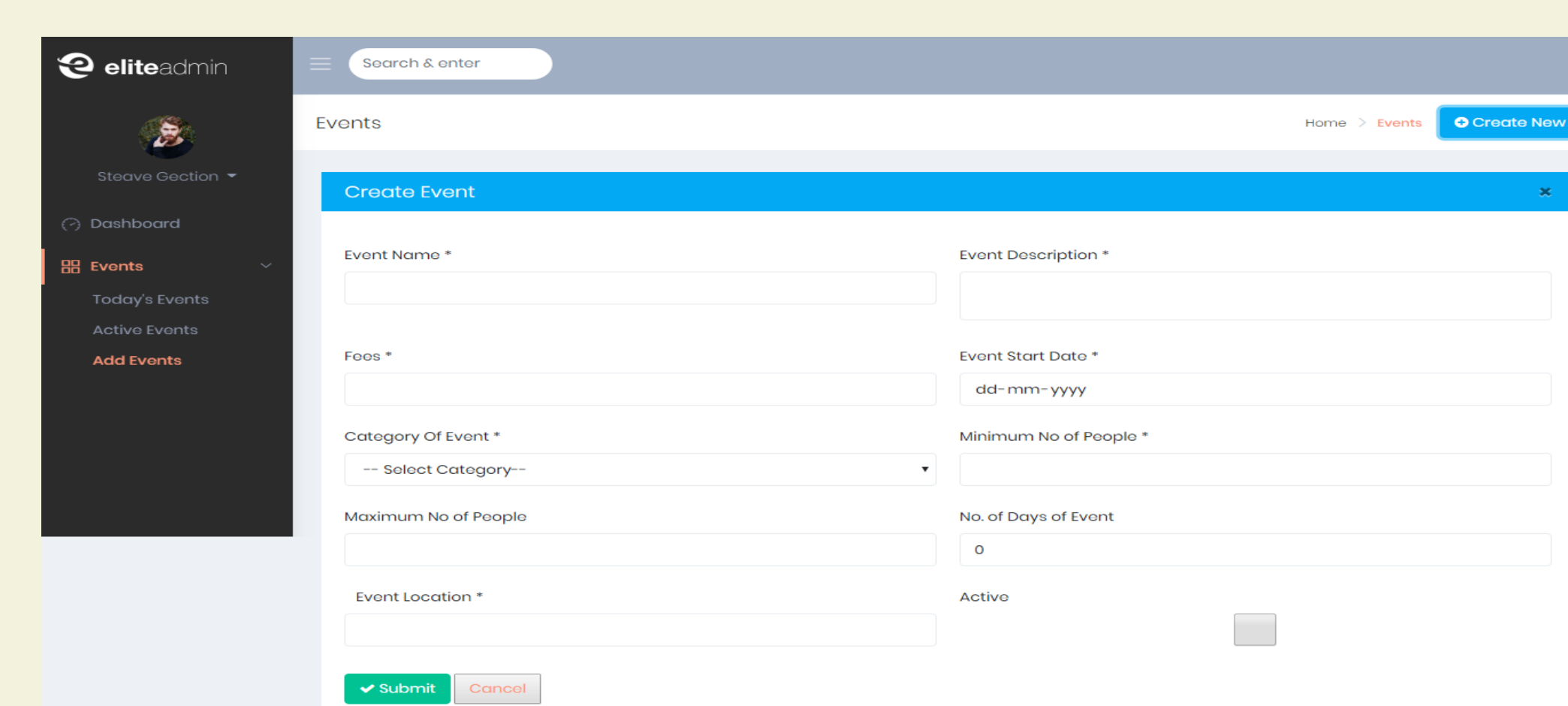


Fig.4 Add event

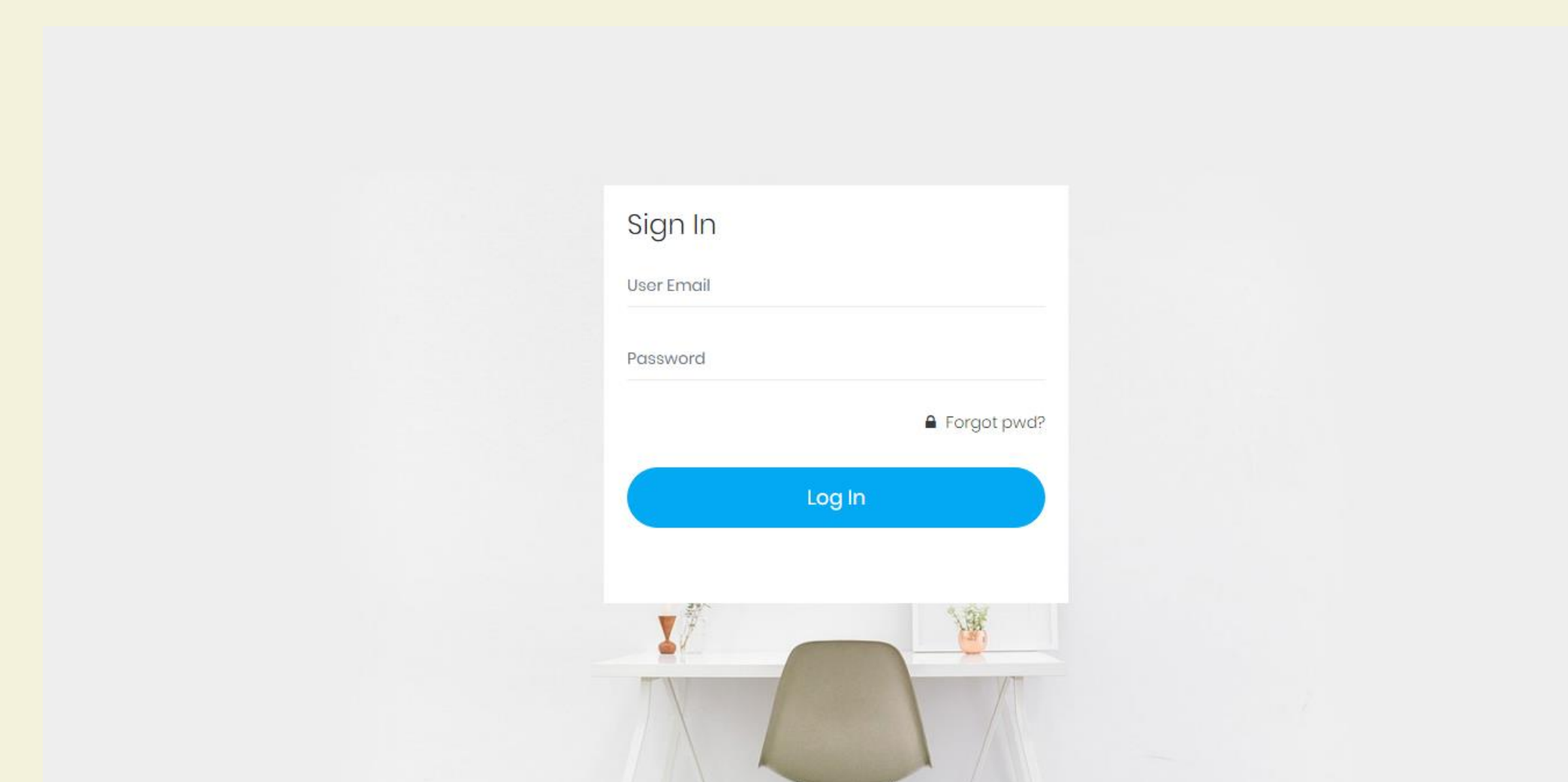


Fig.5 Login Screen

CONCLUSIONS

1. At the end of the system we can say that this system will provide a single platform where shopkeepers, event organizers, institutes and user at a single platform.
2. User will not only have web application but also android application.
3. It will save time of user as will find everything in a single place.

ACKNOWLEDGEMENT

- We are thankful to our Head and guide Prof. Sanket Raval for his guidance, support and suggestions in during the project work.
- We are thankful to our friends for their suggestion during this work.