# **Project Report: Sports Buddy**

## **SINCHANA M**

#### Overview

Sports Buddy is a web application designed to help users find sports events and activities in their area. The application allows users to browse sports events, view details such as event name, location, and timing, and register for events of interest.

**Hosted Url:** <a href="https://sportsbuddy-ae97a.web.app/">https://sportsbuddy-ae97a.web.app/</a>

Admin username: admin

password: admin

**User username:** 1234567890

password: password

**System Modules** 

User Management: Allows users to register, login, and manage their profiles.

Admin Management: Allows admins to manage sports events, including adding, updating, and deleting

events.

Event Management: Allows users to view details of sports events and register for them.

**Technologies Used** 

Frontend: HTML, CSS, JavaScript

Backend: Firebase (Authentication, Firestore)

Deployment: Firebase Hosting

**Project Difficulties** 

The project's difficulty level is medium, mainly due to the integration of Firebase services and managing

user and event data.

**Deployment** 

The application is deployed using Firebase Hosting. Firebase Hosting provides a fast, secure, and reliable

way to host web applications. The deployment process involved configuring Firebase Hosting settings,

linking the Firebase project to the hosting site, and deploying the application using the Firebase CLI.

**Database** 

Firestore is used as the database to store user profiles and sports event data.

Firestore rules are implemented to ensure data integrity and security.

### Logging

Firebase provides logging functionality, which can be used to monitor application behavior and diagnose issues.

#### **Conclusion**

Sports Buddy is a functional web application that helps users find and register for sports events. The application is built using modern web technologies and deployed using Firebase Hosting. The project demonstrates the use of Firebase services for backend functionality and showcases a clean and modular code structure.