# **CHAPTER ONE**

## **INTRODUCTION**

## **1.1 PURPOSE**

The purpose of this document is to present a detailed description of the Sports Events Management System. It will explain the purpose and features of the system, what the interfaces of the system will do and what they represent, the constraints under which the system will operate and how the system will react to external stimuli.

## **1.2 SCOPE**

The Sports Events Management System is a Web-based Application which will help Students enroll for trending and interesting sporting activities in their Organizations and Institutions. Also will help advertise events and provide all informations about the event which will be guide for the user of the system and also help evaluate Student’s Participation in events.

## **1.3. OVERVIEW**

This part of the document gives a general view which includes the deliverable hardware, categories of users of the System and the functional and data requirement of the deliverable. A general and in-depth description of the System is highlighted more in section (2. Overall description) with the next section (3. Specific Requirement) giving the functional requirement, data requirements and constraints. Also giving the specific requirement of the deliverable, with supporting information.