SCSJ3253 - TEKNIK PENGATURCARAAN III

PROJECT - World Cup on the Go

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1.0 Project Overview

Presently, a greater proportion of individuals are relying on the Internet as their main sources of information, particularly news. Most broadcasters operate their own web pages, which they update as soon as new information is made available. It has also emerged clear that such vast amounts of information are frequently too overwhelming for users to sift through in sequence to obtain the one bit of news those who are keen in. World Cup on the Go is an innovative but audacious digital magazine publications online platform.

All content is stored within a database and classified. Classifications are easily customization and have a self-organized interface for promoting top stories. Software can be managed using a role-based system similar to that of a traditional news article. The emphasis of a role-based framework to keep driving applications in secure mode is on page editors, managers, and assistance, among other things. The content schedule feature enables you to upload publications and news at a more convenient time.

1.1 Objectives

The objectives of the project are:

a. A role-based sport news system that can be managed like a traditional newspaper.

b. To keep a consistent and well-structured website.

c. To create a website that is updated 24 hours a day, seven days a week.

d. To improve the quality of sport news delivered to users.

e. To create a directory and article search engine.

1.2 Project Aim

The goal of this project is to create a role-based system that will provide users with quality sports news 24 hours a day, seven days a week.

1.3 Project Scope

The three categories into which the project's scope can be divided are as follows:

a. Platform
    a. This system is a web based system and Microsoft Visual Studio 2022 is used for the development of the web system.
b. Functionality
    a. Public user can use the web system function to stay up to date on all sport news scores with pinpoint accuracy.
    b. The website will be updated seven days a week, 24 hours a day.
    c. This system will generate a directory and a search engine for articles.
c. Users
    a. Public user
    b. Admin

2.0 Tools & technology usage

Tables 2.1 and 2.2 are the details of tools, and software requirements for the development of World Cup on the Go systems.

Table 2.1 Tools for World Cup on the Go

Tools	**Justification**
Laptop	Processor :Intel® CoreTM i5-1135G7 Hard drive : 160 GB minimum RAM: 8 GB DDR4-3200 SDRAM
Mouse	Logitech mouse
Keyboard	The keyboard is the most well-known and frequently used input device for entering data in the form of text or numbers. They are incredibly effective, durable, and portable. We'll be using the enhanced keyboard, which has 110 keys.
Monitor	A 20-inch DELL HDMI display will serve as the monitor

Table 2.2 Software Requirements for World Cup on the Go

Software	**Justification**
Operating System	Windows 10 (64 bits) & Windows 11 (64 bits)
Programming language	C#, HTML, CSS, JavaScript
Database	Microsoft SQL Server
Integrated Ddevelopment Eenvironment - IDE	Microsoft Visual Studio 2022

3.0 System Module

According to the use case model shown below, the system module and module justifications for the World Cup on the Go system are shown in figure 3.1 and table 3.1. The system is comprised of six modules, each of which represents a specific module requirement.

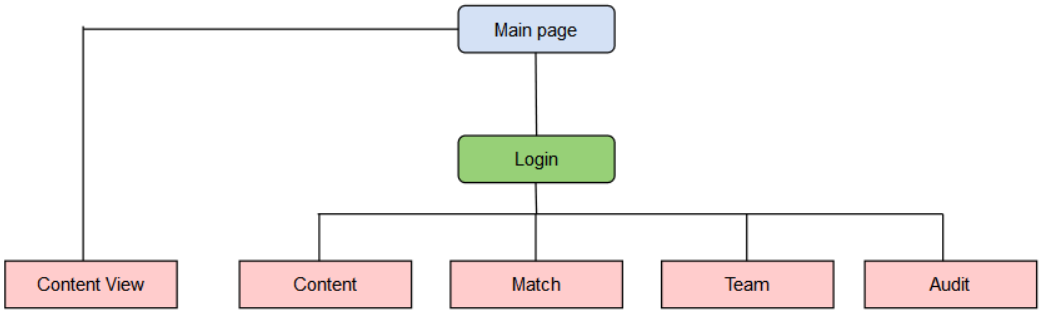

Figure 3.1 System Module World Cup on the Go

Table 3.1 Module justification of World Cup on the Go

Use case	**Description**
Login	This use case explains how user can login to the World Cup on the Go system after having the credentials made.
Content View & Content	This use case describes how an administrator can add, update, edit, and delete sports-related content on the website page. This content is viewed by those who visit the website.
Team	This use case describes the list of team member's name that is active in a match.
March	This use case describes the list of Matches and its scores.
Audit	The audit section of the webpage is described in this use case. Audits are performed to ensure that the content is legitimate and up to date.
Logout	The sign out section is included in this use case. After using the system, both the user and the administrator can log out.

4.0 Module Functionality

Figure 4.1 are the module functionality for the development of World Cup on the Go systems.

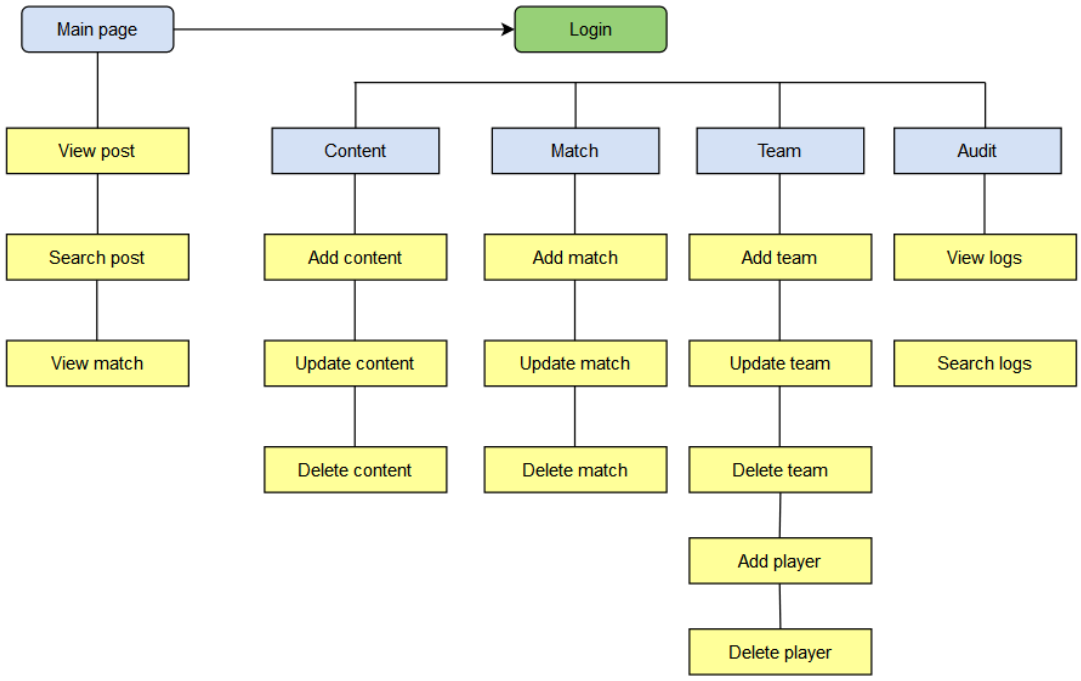

Figure 4.1 Module functionality of World Cup on the Go

5.0 Database Design

Using an Entity-Relationship Diagram (ERD) and normalized tables, this section outlines the data model for World Cup on the Go system. Match, Player, Post, Team, User and Audit are the database tables that are essential for the World Cup on the Go system. The system's database are presented in Table 5.1.

Table 5.1 Database Design of World Cup on the Go

Tables	**Function**
Audit	Contain audit basic information
Match	Contain match scores information
Player	Contain player basic information
Post	Contain post information
Team	Contain team information
User	Contain user basic information

5.1 Entity Relationship Diagram (ERD)

An entity relationship diagram (ERD), often termed an entity relationship model, is a graphical depiction of the connections between the tables in a database's data model. Figure 5.1, includes an ERD diagram of World Cup on the Go system.

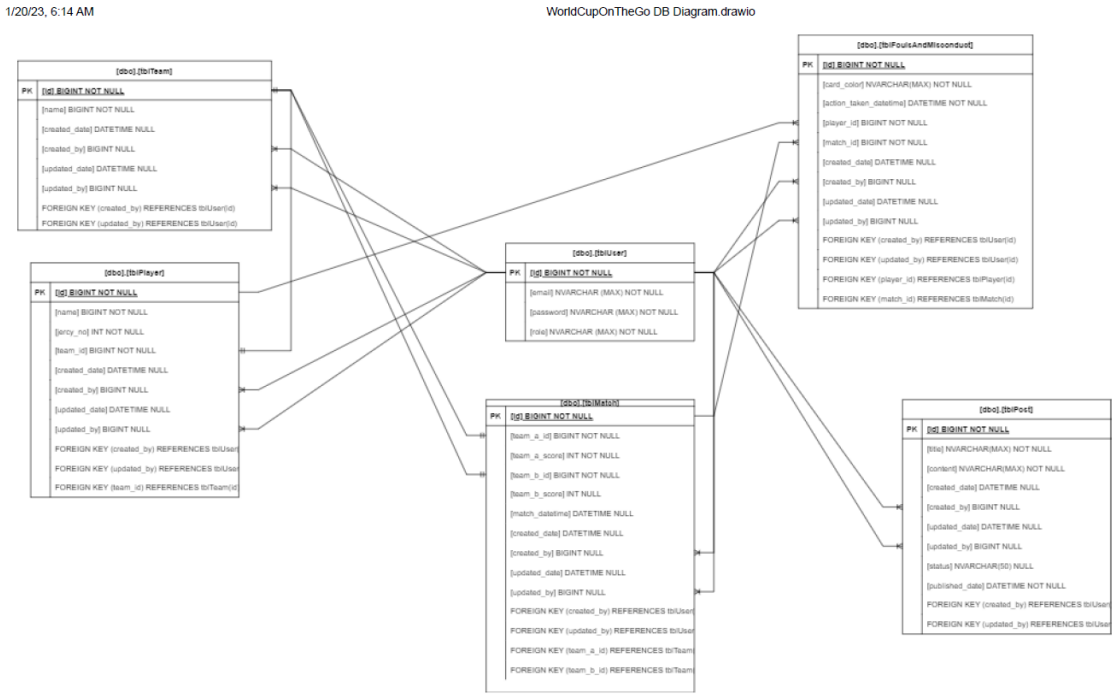

Figure 5.1 Entity Relationship Diagram of World Cup on the Go system

5.2 Use case Diagram

Figure 5.2 depicts the World Cup on the Go system's use case diagram. The main goal of the use case is to emphasize how the World Cup on the Go system functions as a whole. This use case provides a concise and accurate explanation of the system's behavior. The actor in the use case diagram is the admin and user who will use the system to retrieve on demand unlimited sport news updates.

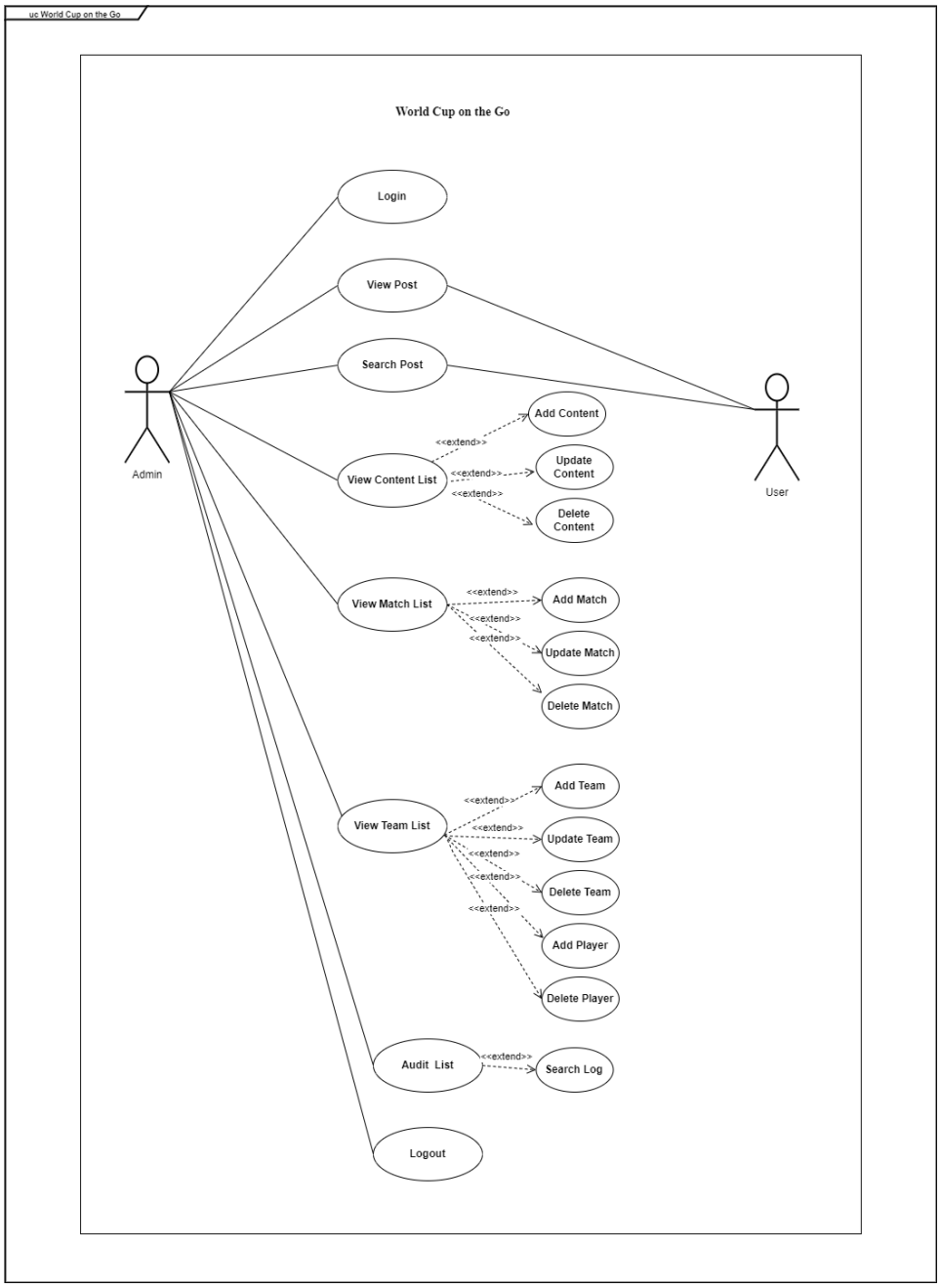

Figure 5.2 Use case diagram of World Cup on the Go

5.3 Activity Diagram

The operational step-by-step processes of components in the World Cup on the Go system are represented in the activity diagram flowchart. This section illustrates the activity flowchart of system, from the register for an account, User login and password for the system access to logout.

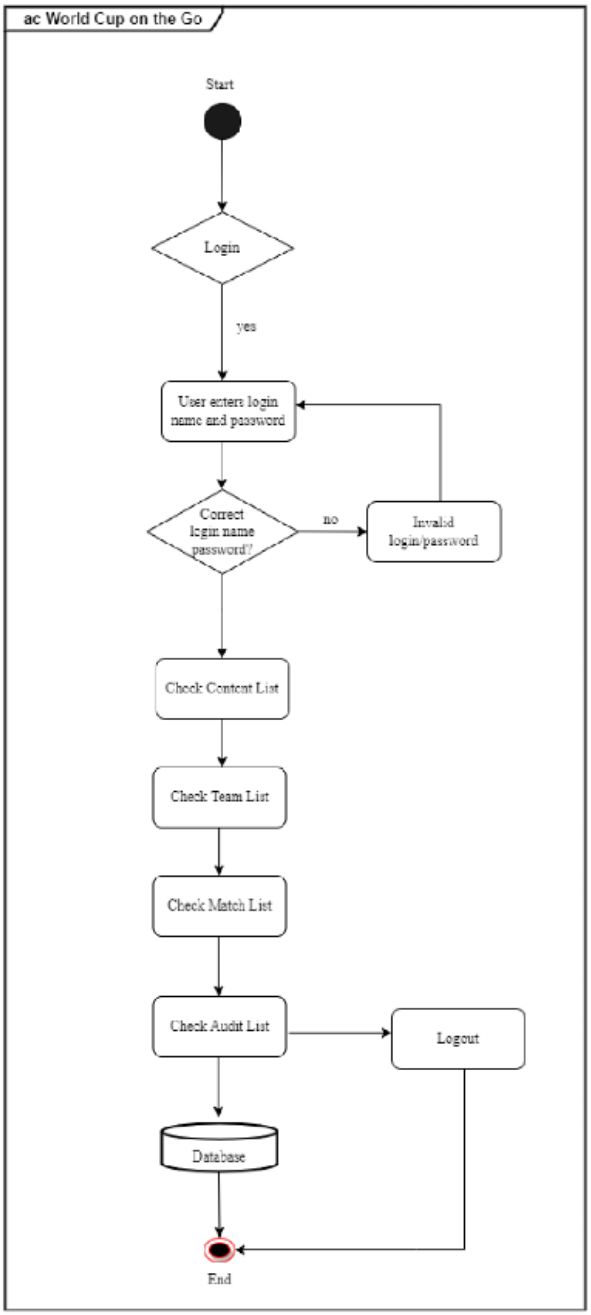

Figure 5.3 Activity Diagram of World Cup on the Go

6.0 Interface Design

This section explains how World Cup on the Go system user interfaces are designed, allowing for a better comprehension of the application. The User Interface (UI) is a component of a system that serves as a conduit between the user and the system, allowing the user to interact with it effectively. Because the World Cup on the Go system's intended audience are all public users who are sport enthusiast, an easy-to-use interface is necessary.

The user interface is everything the end user interacts with physically, perceptually, and intellectually when using the system. As a result, the user interface design is design to be simple to grasp, consistent, and minimize users to make errors.

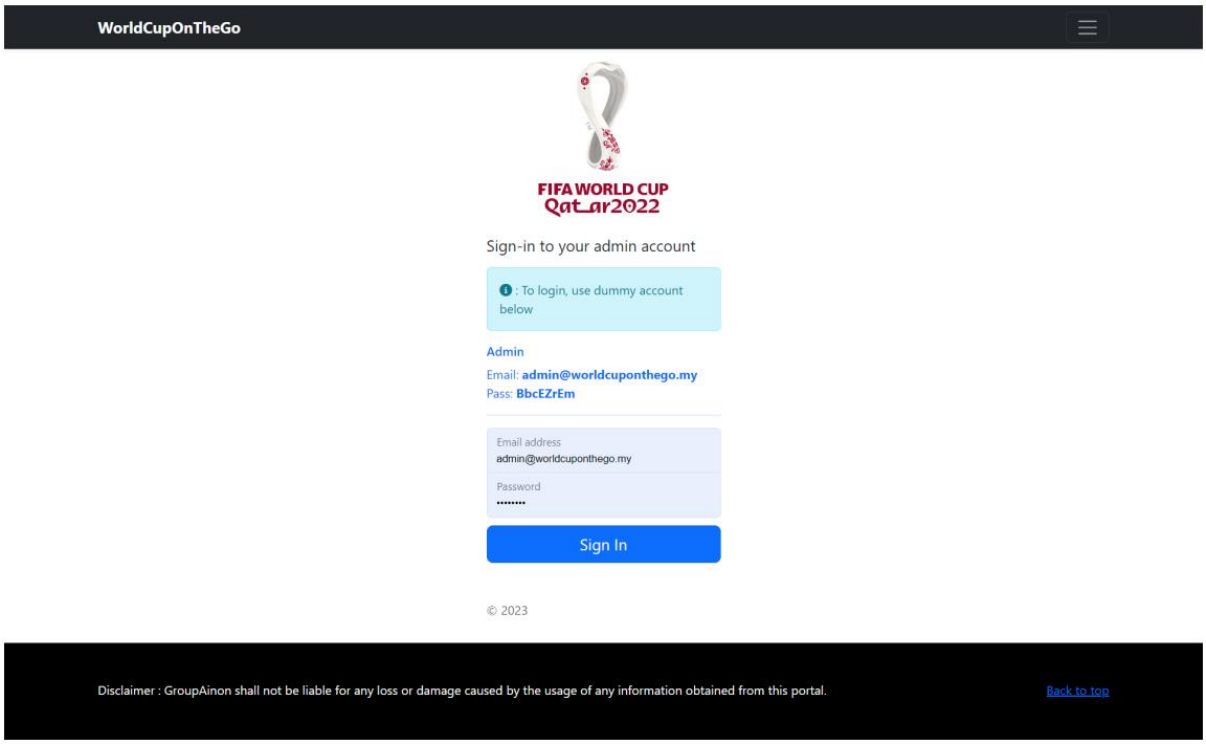

Figure 6.1 Login Page of World Cup on the Go

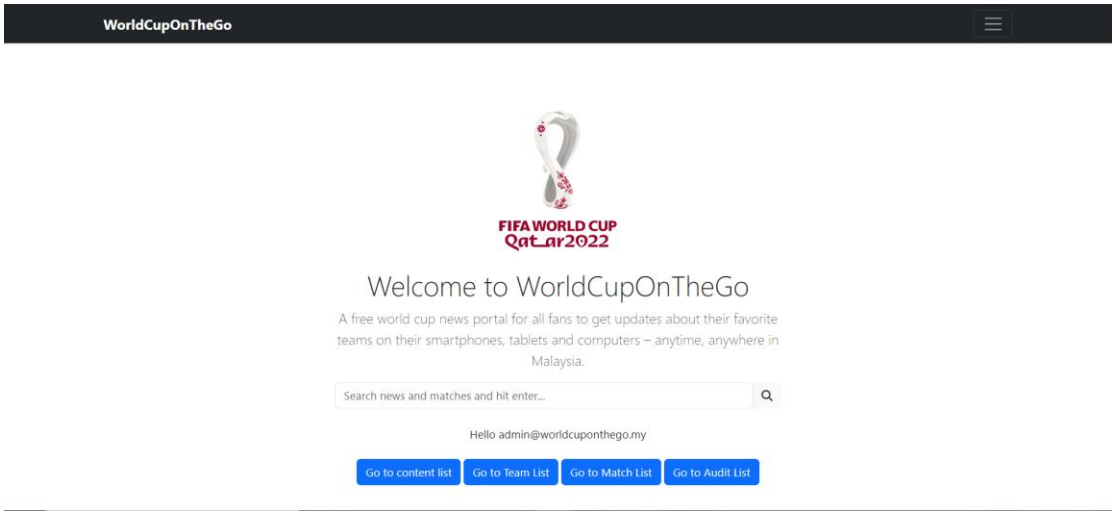

Figure 6.2 Main Page of World Cup on the Go

6.1 User login and password

As shown in the illustration below, the user login and password for World Cup on the Go system access can be found. This set of credentials is used to gain access to the system's more prominent features.

Admin

Email address: admin@worldcuponthego.my
Password: BbcEZrEm

Figure 6.3 Admin Credential of World Cup on the Go

7.0 Conclusion

In our project work, we attempted to create a news or information-based website. We created this project to assist people and make them aware of current affairs. We use a variety of methodologies to build this website.

All of the project's objectives have been fulfilled. Several challenges were encountered during the project's development. Nonetheless, the required actions and solutions were implemented. The supervisor gave effective supervision and directions in order to complete the task on time. This apart from that, the flaws of the project were highlighted. Finally, several suggestions and proposals for the future improvement of this system were recognized.