

E s p o r t s g a m i n g s t u d i o



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E sports gaming studio

Introduction

E sports (also known as electronic sports) is a form of a sport competition using video games. We will discuss how to build an e sports studio and team for competitions. And e sports often takes the form of organized multiplayer video game competition, particularly b/w professional players individually or as teams. By the 2000s, e sports was a significant factor in the video game industry, with many game developers actively designing and providing funding for tournaments and other events.

Purpose

The purpose of an esports studio for gaming is mainly to provide a platform for professional players or game lovers. And also playing e sports is a cooperative activity for students from teams and must use creative strategies to accomplish their objectives. It is just like other sports teams. Like basketball and cricket, each player on the sports team has a role to play and also we will set up a gaming studio and accommodation for team players. This is one carrier of the place becoming a professional game.



players Ptca provides many opportunities for growth and learning and the creation and practice of soft skills of gaming industry

2 project scope

As the growth of gaming industry like a multiplayer games meaning youth playing and exploring this type of game and they also keep a professional game playing But back in **20** aur **6** many of us didn't ever know about esports Because of the growing craze Yes there is a chance to be a professional gamers That's why we develop this idea for professional gamers to build a sports team and studio in India It is not a popular thing therefore there is a full chance of making career as a professional gamers

3 overview

It is a platform of electronic sports It is used to describe competitive video game We set up a studio for game players And their clan or squad will be join us then we provide the better experience to gain and we select some people to for company team or studio team for the competitions for leagues of legend players and think of



EA sports as competitive video gaming where skills and professionalism is celebrated. The pro gamers who play at this level know the game inside-out much like a professional footballer or athlete in their respective field.

2 Overall perspective

2 product perspective

Electronic sports or e sports is a transformation of online gaming into a spectacle. A full stop that experience is similar to watching a professional sporting event. Except that instead of watching a physical event, spectators watch video gamers compete each other in a virtual environment.

2.2 product features

- Sports is electronic sports is a platform of sport competition using video games
- Competitions individually or as teams. Although organised competitions have long been a part of video game culture
- Popular popularity becomes live streaming
- the most common video game genres associated



with Esports are multiplayer online battle arena first person shooter (FPS) fighting card battle royale and real-time strategy (RTS) games

- By the late 2010s it was estimated that the total audience of esports grew to 44 million viewers

2.3 operating environment

Esports as the competitive play of digital games has gained considerable popularity. An online questionnaire

was designed and applied to investigate training in different esports regarding relevant competition and training area. Overall, 3 esports players voluntarily participated in the study. Age range of the team members

3 to 4 years. 90% male players clearly dominated but in this time also include female players. The studio is providing an appropriate setup of gamers they can join us. We will train team members for a particular tournament and leagues.

3 System features

3 functional requirements

- Studio setup: this was primary requirement for build



a sports team in this studio have gaming PC headset playing place chair etc

- Esports team/ clan: one of the necessary thing of each sports environment is clan or squad team for multiplayer video gaming
- Registration and licensing: This was another mandatory thing the legal registration of the brand and licensing
- Gamer ready technology and support: the player must know what is the game and we will provide a technical support
- The right internet connection: you have high speed brandt band internet connection because it is effect gameplay therefore the connection must be strong enough to support all of the digital action

3 2 non-functional requirements

- Food and accommodation: the players practicing time was a tower or 0 hour or 24 by that's why we need food and accommodation
- Accessibility : every person who like game for the



passionate in gaming and they can join a training studio

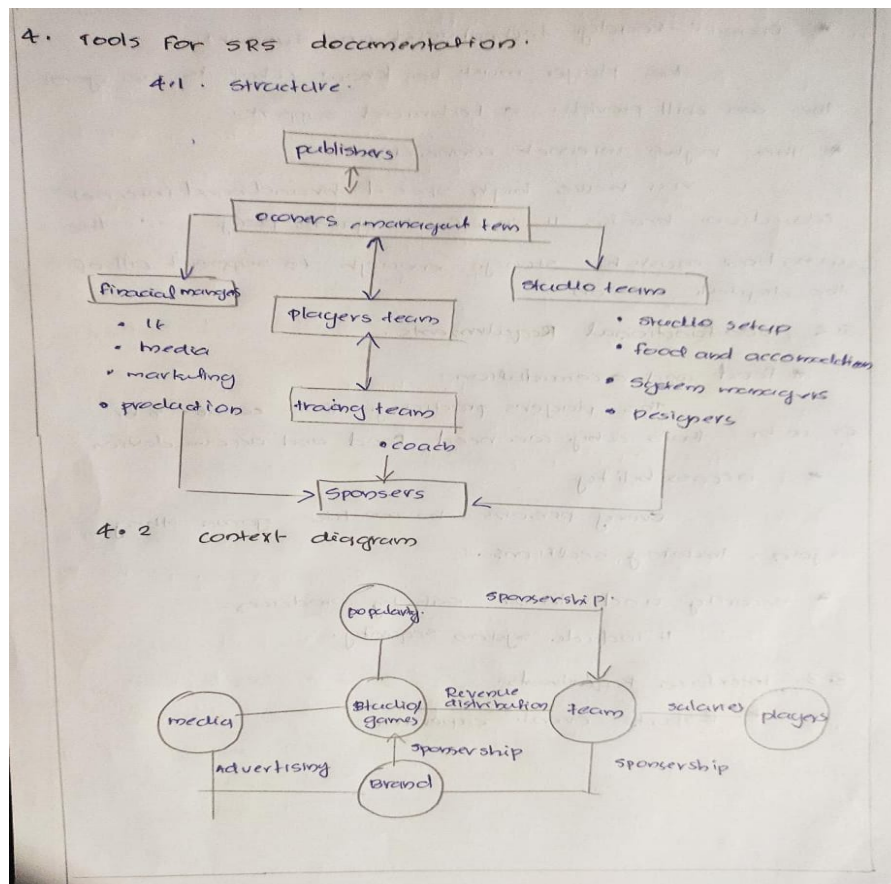
- Security and cleaner safety producers : system security and cleaners and other people

3.3 Interface Requirements

- Sports event experience

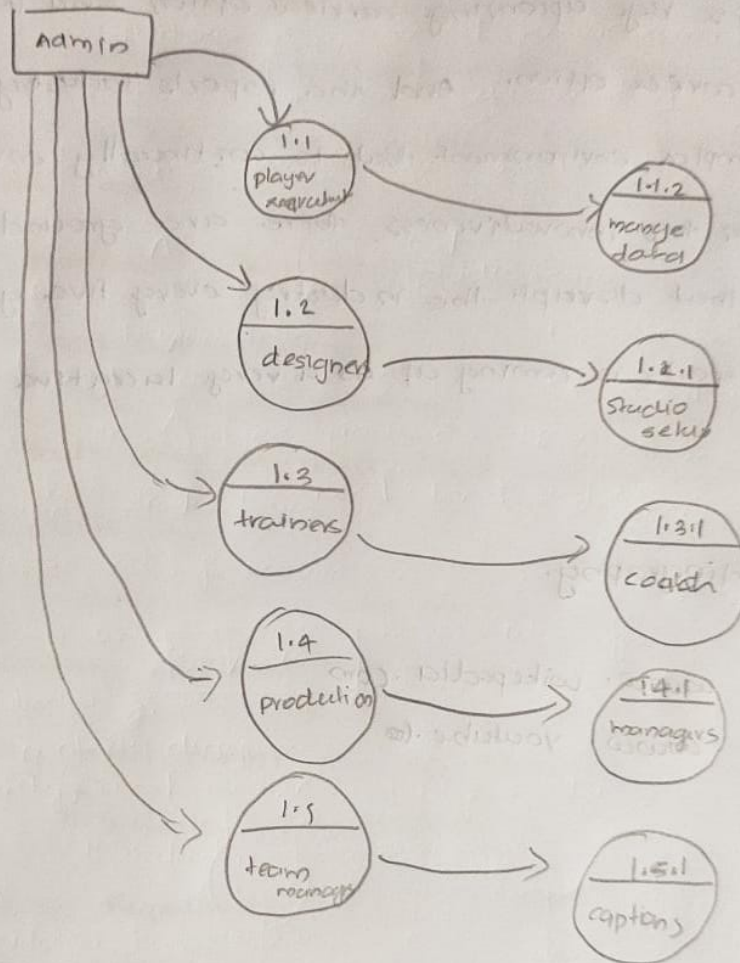
4 Tools for srs documentation

4 Structure



4.3 . Data flow Diagram .

• Level 1 DFD for studio.



Appendix

conclusion

I reached the conclusion that is sports studio game is big upcoming career option and it is a valuable career option And this is sports industry is a highly complex environment that is a continually ever involving full stop based on this innovation innovativeness there are a ground-breaking changes that disrupt the industry every years or so And Esports is sports is coming up a very creative career option

6 Bibliography

www wikipedia com





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