

Date	Number Of Hours	Description of work
19/01/2025	3 Hours	The topic of the project, the languages to be used in it, the functioning of the project, the objective, and creating a niche project.
26/01/2025	½ hour	Project consultation gives the company an idea of what the project is about. And taking feedback on what work needs to be done and what has already been developed
26/01/2025	3 hours	Making a rough blueprint of the work, planning all the menu options, and backtracking seamlessly.
27/01/2025	7 hours	Coding the HTML, and CSS part of the project on Visual Studio, making use of GRIDS to help in making the website compatible with the screen ratios and making it responsive to even Mobile users
1/02/2025	6 hours	I was researching how to implement APIs for my project to give real-time news on a particular topic.
4/02/2025	1 hour	Setting up the repository, making sure the project is running successfully with the pushing and pulling of changes taking place Correctly
7/02/2025	3 hours	Remade the repository and solved all the errors I was getting; I was unable to deploy the project so I had to make a new repository.

14/02/2025-17/02-2025	2-3 hours daily	Working on the JavaScript part to make the selection of players work properly using drag and drop techniques.
20/02/2025	2 hours	Making the midterm project report , and recording the video about the presentation. Making Gantt charts to show the time spent to achieve a task.
21-27/02/2025	48 hours	Finally could implement APIS in the project successfully
05-10/03/2025	22 hours	Could make the layout for my seat booking sysem
13/03/2025	4 hous	Developing better User interface , bringing more style and making the site look attractive
17/03/2025	7 hours	Trying to carryout bookings with payment options , implementing email sign up option for the user.
20/03/2025	6 hours	Trying for carrying out payment transactions

25/03/2025	6 hours	Refining all the elements, making sure the dark toggle button works well.
27/03/2025	8 hours	Displaying scores and history of the team on the basis of the users selection
28/03/3035	6 hours	Making the users preference nice and professional
1/04/2025	8 hours	Making the seat booking pages

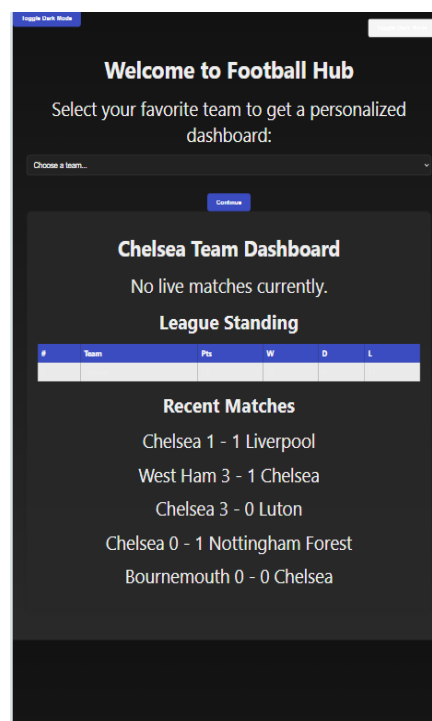
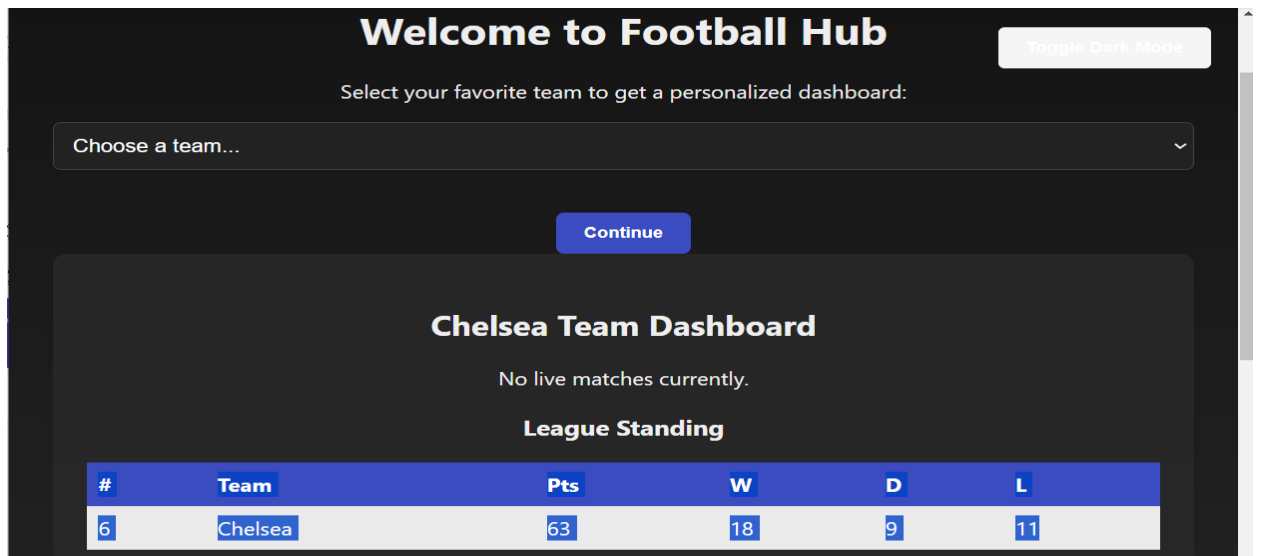
GITHUB REPOSITORY: [Joshans68/W25\\_4495\\_S2\\_JoshuaS](#)

## Objective:

This report details the current state and future development plans for the "One Football" website, a platform designed to provide comprehensive football information and services.

Currently, the site consists of four key pages:

- **Landing Page:** The primary entry point for users, designed to showcase key features and attract engagement. Have to implement APIs for Live scores and Upcoming Fixtures





Rafael da Silva and his twin brother Fabio arrived at Old Trafford as teenagers in 2008

3/16/2025

**Watch Atletico Madrid vs Barcelona: Free Live stream and TV coverage in the UK for huge La Liga clash**



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- **Fantasy Teams Page:** A hub for information and links related to fantasy football platforms like bet365.

### Fantasy Team - Football Hub

Matches | News | Fantasy Team | Book Seats

#### Team Formation

#### Create Your Fantasy Team of the week

Points Remaining: -14

<b>Erling Haaland</b> Forward - 15 pts <a href="#">Select</a>	<b>Erling Haaland</b> Forward - 15 pts <a href="#">Select</a>	<b>Lewandowski</b> Forward - 15 pts <a href="#">Select</a>
<b>Rodri</b> Midfielder - 14 pts <a href="#">Select</a>	<b>Ruben Dias</b> Defender - 14 pts <a href="#">Select</a>	<b>Trent Alexander</b> Defender - 14 pts <a href="#">Select</a>
<b>Theo Hernandez</b> Defender - 14 pts <a href="#">Select</a>	<b>Emi Martinez</b> Goalkeeper - 14 pts <a href="#">Select</a>	

## Current Status

The existing website is built using HTML, CSS, and JavaScript. This foundation provides a solid base for future development. While the report doesn't have access to the specific implementation details, it assumes a standard structure where HTML provides the content

and structure, CSS handles the styling, and JavaScript adds interactivity.

### **Strengths:**

**Clear Structure:** The four-page structure offers a logical organization of information.

**Technology Stack:** The chosen technologies (HTML, CSS, JavaScript) are widely used and well-supported, providing a good starting point.

### **Areas for Improvement:**

**Manual Content Updates:** Currently, content updates are likely manual, which is time-consuming and prone to delays.

**Lack of Dynamic Content:** The site likely lacks dynamic content updates, limiting user engagement.

**No Ticketing System:** The absence of a ticketing system prevents users from directly purchasing tickets through the platform.

### **Future Development**

The primary focus of future development is to integrate APIs for automation and implement a ticketing system. Node.js will be used on the backend to facilitate these integrations.

#### **1. API Integration for Automation:**

**News API:** Integrating a news API will automate fetching and displaying football news. This will ensure that the news page is always up to date with minimal manual intervention. Consider APIs like ESPN API, News API, or others specializing in sports news.

#### **Implementation Details (API Integration):**

**Node.js Backend:** A Node.js server will handle API requests, process the data, and serve it to the front end.

**Data Storage:** Depending on the volume and frequency of API calls, a database (e.g., PHPmyADMIN ) will be necessary to cache the data and improve

performance.

**Frontend Updates:** JavaScript will be used to fetch data from the Node.js server and dynamically update the content on the respective pages.

## 2. Ticketing System Integration:

**Ticketing API:** Integrating with a ticketing platform's API (e.g., Ticketmaster, StubHub, or a dedicated football ticketing service) is crucial. This will allow users to browse available tickets, select seats, and make purchases directly through the "One Football" website.

**User Authentication:** A user authentication system will be required to manage user accounts and ticket purchases.

**Payment Gateway Integration:** Integrating a payment gateway (e.g., Stripe, PayPal) will enable secure online transactions.

## Implementation Details (Ticketing System):

**Node.js Backend:** The Node.js server will handle communication with the ticketing API, manage user accounts, and process payments.

**Database:** A database will be essential to store user data, ticket information, and order history.

**Frontend Development:** New UI elements will be developed to display available tickets, manage bookings, and handle payment processing.

## Technology Stack (Revised)

**Frontend:** HTML, CSS, JavaScript

**Backend:** Node.js

**Database (Optional/Likely):** MongoDB, PostgreSQL, or similar

**API Integrations:**

News API

**Development Roadmap:**

**Backend Development (Node.js):** Set up the Node.js server, implement API integration logic, and design database schema (if needed).

**Frontend Enhancements:** Update the frontend to fetch data from the backend and dynamically update the content. Develop new UI components for the ticketing system.

**API Integration:** Integrate with the chosen news, transfer, fantasy (if applicable), and ticketing APIs.

**Testing:** Thoroughly test the website to ensure functionality, performance, and security.

**Deployment:** Deploy the website to a hosting platform.

**Conclusion:**

The "One Football" website has the potential to become a valuable resource for football fans. By integrating APIs for automation and implementing a ticketing system, the website can offer a more dynamic, engaging, and comprehensive user experience. The proposed technology stack, combined with a well-defined development roadmap, will ensure the successful implementation of these enhancements.



**Summary and Next Steps:**

The project has made significant progress, with the planning, design, and core front-end development (HTML, CSS, and JavaScript) phases completed. Version control is in place via GitHub, and API research has been concluded.

The next step is to finalize the coding phase, scheduled for completion on March 23rd, 2025. This will likely involve integrating the researched APIs, implementing any necessary backend logic, and addressing any remaining development tasks. Following the completion of coding, testing, and deployment phases would be expected, though they are not represented in the provided Gantt chart.

**Repo Check-In:**

As of 06-Apr-25

Things are moving along on the project. We started by nailing down the topic and then created a blueprint for the overall structure. From there, we built the core front-end: HTML for the structure, CSS for the styling, and then added JavaScript for interactivity. All that front-end work is done.

We also got the GitHub repository set up for version control and collaboration. At the same time, we were researching APIs to pull in real-time data – that research phase is also complete.

We have successfully implemented APIS into the project. Next up is processing seat booing confirmation and improving the ui, and enabling Dark Mode for the site. We have further more tred to improve the site. And fluidity of the it.Now we are trying to implement payment methods for seat bookings. Giving the user a touch of personalization by letting him choose his favourite team and get live scores during matches, History of the form of the team and position on the points table