**INFORMATICS & COMPUTATIONAL SCIENCES PROGRAMME**

**MOHANLAL SUKHADIYA UNIVERSITY, UDAIPUR**

**BACHELOR OF COMPUTER APPLICATION**

(A Choice Based Credit System)



**BCA 5th Semester,2024-25**

**( Batch –A )**

A

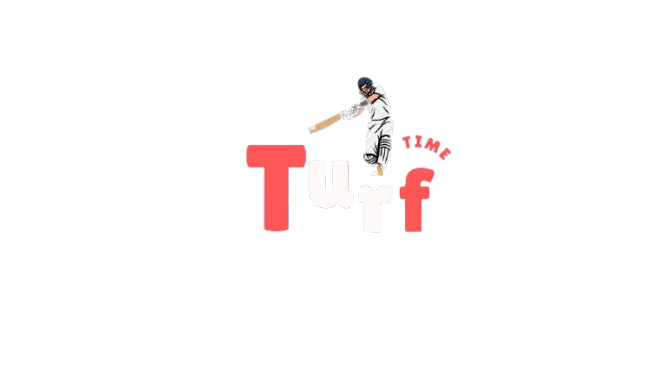
**Project Synopsis**

**On**

**“Turf Time”**

**Submitted to: Submitted by:**

Dr. Avinash PanwarDaksh Tiwari

* **Project Logo:-**
* **Group Members:-** (i)Daksh Tiwari

(ii)Chirag Sahu

* **Introduction:**

The Turf Time System is a web-based platform designed to facilitate the seamless booking of sports turfs. Users can browse available turfs, check slot availability, and make secure online payments. Turf owners can register, list their turfs, manage offline bookings, and upload photos of their facilities. The system aims to provide a user-friendly, efficient, and real-time booking experience for both players and turf owners. The project is developed using React for the frontend and a backend managed by a separate team, ensuring scalability and reliability.

* **Aim:-**

The primary aim of this project is to develop an efficient, user-friendly, and real-time **turf booking system** that allows users to:

* **Book sports turfs online** with real-time availability updates.
* **Make secure payments** and receive instant confirmation.
* **Enable turf owners** to manage their bookings, update availability, and upload images of their facilities.
* **Provide a filtering and sorting feature** for users to easily find and compare turfs based on location, pricing, and other factor.

## ****Project Features:-****

* **User Panel:**
* View a list of nearby turfs with images, location, and pricing.
* Filter and sort turfs based on price, location, and availability.
* Check available slots and make online bookings.
* Secure online payment gateway integration.
* View booking history and receive confirmation.
* **Owner Panel:**
* Register as a turf owner and list their turf details.
* Upload images and provide pricing information.
* Update booking slots and manage offline reservations.
* View and manage booking requests.
* **Modules of the System:-**
* **User Module:**
* Search and view available turfs.
* Filter based on location, price, and availability.
* Book and pay online.
* **Turf Owner Module:**
* Register and list their turf.
* Upload photos and provide details.
* Manage offline and online bookings.
* **Payment Module:**
* Secure payment processing using Razorpay / Stripe.
* Generate invoices and send confirmation emails.
* **Database Design:-**

The system will use a NoSQL (MongoDB) / SQL-based database to store user and turf-related information securely. The proposed database schema includes:

* Users Table (or Collection): Stores user details (name, email, phone, password, role).
* Turfs Table (or Collection): Stores turf details (name, location, images, owner ID, price, available slots).
* Bookings Table (or Collection): Stores booking details (user ID, turf ID, date, time slot, payment status).
* Payments Table (or Collection): Stores payment transactions (booking ID, amount, transaction ID, status).
* **References:-**
* Turf Booking: https://www.turfbooking.in
* Playspots: https://www.playspots.in
* This synopsis provides a structured overview of the Turf Booking System.