

Sri Lanka Institute Of Advance Technological

Education

(SLIATE)

Higher National Diploma in Information Technology

Title

Cricket Club Management System

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Introduction

Cricket Club Management System Project is based on the Sports Club Data Management System that full fills all needs in the data management field, all things like managing the player registration, player record, player stats and many more at one place with fully expertise and error free operations.

To avoid those mentioned conflicts, I suggest a system it will replace the file based system into computerized data based type system. This documentation is the proposal for the project of “Online Sports Club Management System” and provides solution for present issue of them. First clear understanding of the project environment and problem is significant to define the project.

Sports Club management systems are computer software products that coordinate and integrate all the inherent activities involved in the management and running of a club’s activity. They must meet specified security, technology and functionality standards for managing player & equipment records and practice management information.

Sports Club computer system, commonly known as data management system, is created to computerize manual operations in Sports data. The primary purpose is to digitize player records so as to make data retrieval easy and efficient. Being in the digital form, player data can be conveniently shared and accessed by multiple simultaneous users at different locations, result of the matches and bio data among players. It also means that player data can be easily backed up, and be protected for confidentiality and from tampering through access control.

We can add, delete, update match scores and player details easily. And we can see upcoming match details and practice details without mistakenly which makes their lives easy and removes unnecessary human errors from their daily activities.

Background and Motivation

As a player, I can well understand the problems which are we face in our sports life. Actually, I have got many things in my mind about Final project system I have planned to do a system for applying Online Cricket Club Management System without any problems for players is in an easy way.

But developing a specific system to manage the players, equipment and schedules very easy to maintaining the data sets as well as we may secure our data sets well. I suggest an Online Cricket Club Management System easy to do that process.

Problem in brief

Online Cricket Club Management System, it gets more time consuming when using the default method. So, we have use some easy techniques.

Aim

The main purpose of software requirement specifications document is to describe in a precise manner all the capabilities that will be provided by the software application “Online Cricket Club Management System.” It also states the various constraints which the system will be abide to. These are to be exposed to the development, testing team and end users of the software.

Objectives

The project” Online Cricket Club Management System” is aimed to develop to maintain the state of joining/leaving of players. List of players, Match Reports, and etc.it is designed achieve the following objectives:

- To computerize all details regarding player details and match details.
- Scheduling the matches and practicing of players with coach to make it convenient for both.
- The match result should be updated automatically whenever a match is played.
- The information the players should be kept up to date and there record should be kept in the system for historical purposes.

Proposed Solution

I'm going to develop a System for Online Cricket Club Management System. The system will be used by Sports clubs.

Here, I'm going to choose ER Diagram to implement my Project with its support because the drawing architecture of diagram very useful thing in making a project easily with full of functions. Here I'm going to use front end technologies such as HTML5, CSS.

Go through these diagrams I'm going to explain entity relation in data base connection, which kind of users will be allow to use this system and which features of this system can be used by the particular users will be explain using use case diagram and finally how many classes have included what is the relationship between its.

Resource Requirements

I have needed some Hardware things to do this project

- I. A Server PC with the following Features
 - a. I3 Server Machine
 - b. RAM 4GB
 - c. Hard disk space (25 GB).

And also, I have needed some software to do this system efficiently

- I. Adobe Dream viewer for editing (PHP, HTML, JavaScript and CSS)
- II. Sublime Text
- III. Wamp Server
- IV. Chrome (any browser) browser

Project Plan

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Problem Definition							
Analyzing system							
System Designing							
Implementation							
System Testing							
Documentation							

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