

“WEB-BASED SPORTS EVENT MANAGEMENT SYSTEM”

A

Project Report

submitted

in partial fulfillment

for the award of the Degree of

Bachelor of Technology

in Department of Computer Science and Engineering



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CERTIFICATE

This is to certify that Mr Lokendra Singh, Mr Krishnesh Khalora, Mr Madhav Dwivedi, students of B.Tech(Computer Science & Engineering) 7th semester has submitted his/her Project Report entitled "WEB-BASED SPORTS EVENT MANAGEMENT SYSTEM" under my guidance.

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DECLARATION

We hereby declare that the report of the project entitled "WEB-BASED SPORTS EVENT MANAGEMENT SYSTEM" is a record of an original work done by us at Swami Keshvanand Institute of Technology, Management and Gramothan, Jaipur under the mentorship of "Mr.Mahendra Beniwal" (Dept. of Computer Science and Technology) and coordination of "Mrs. Anjana Sangwan" (Dept.of Computer Science and Technology). This project report has been submitted as the proof of original work for the partial fulfillment of the requirement for the award of the degree of Bachelor of Technology (B.Tech) in the Department of Computer Science and Technology.It has not been submitted anywhere else, under any other program to the best of our knowledge and belief.

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Acknowledgement

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Chapter 1

Project Chapter

1.1 Problem Statement and Objective

The problem of planning, organization, time management, on proper use of resource, budget, allocation of resource and space management. Its objective is to provide which manages the activity of many sports at a time. It also manages the selection activity of students to college. The users will consume less amount of time when compared to manual paper work through the automated system. The system will take care of all the servicing activity in a quick manner. Data storing is easier. It will be able to check any report at any time.

1.2 Literature Survey /Market Survey/Investigation and Analysis

In sports management programs, the software and services are emerging as a significant factor for the Sports manager and are becoming significant factors on which clubs and businesses are leveraging competitive advantage. Applications such as team and training management, match-performance analysis, game scheduling, online registrations, competition management, etc., are mainly boosting the adoption.

1.3 Introduction to Project

The sport event management eliminates the possibility of wastage of time in administrative duties and provide coaches with team management tools to use as they formulate tactics and build complex strategies. This purpose of this request is to provide detail how this system manages the activity of much sport at a time. It also deals with the selection of student at collages, university and even at state level. This system will provide the serving activity in quick and easy manner. It will consume less amount of time as it is based on automatic system

1.4 Proposed Logic / Algorithm / Business Plan / Solution / Device

The market witnessed sports governing bodies and associations collaborating with the software vendors for comprehensive sports management solutions. ports events often involve huge revenue factors that make planning and managing sports events a complex task, thereby generating the need for the sports industry to organize the activities of sports clubs, leagues, and associations.

1.5 Scope of the Project

Web-based Sport Event management system is the application of project management to the creation and development of festivals and Events.

Chapter 2

Software Requirement Specification

2.1 Overall Description

This section will give an overview of the whole system. The system will be explained in its context to show how the system interacts with other systems and introduce the basic functionality of it. It will also describe what type of stakeholders that will use the system and what functionality is available for each type. At last, the constraints and assumptions for the system will be presented.

2.1.1 Product Perspective

2.1.1.1 System Interfaces

In this section we describe how the connections take place between three modules this mainly composed of

i) Management of admin module which is connected to data base and admin can directly be in contact with teacher. The teacher is connected to database and web-based app.

ii) The student module is connected to web-based app

It shows the user, the student interacting with the android devices and

the teacher can interact by using android devices and these data will be stored in the database. Admin will login with user-name and password with is directly connected to database it will check for the details if it is satisfying, it will give pop up message. Admin can add teacher, add student, sports and add sports events in which the data is stored in the database. Admin can view sports events, view teacher, view students from the database

2.1.1.2 User Interfaces

The set of user interface consist of,

- a) To login into their respective accounts by users.
- b) To add and modify sports event by administrator, Add fields to a event such as Attendance, types of sports, weight of student, categories of sports save and publish the various data stored in the fields.
- c) To read the published data, by students/Admin according to the permission of their respective accounts.
- d) To generate the ranking of student by the administrator for the particular event.
- e) To view sports and event details of student.

2.1.1.3 Hardware Interfaces

- A device(Mobile/desktop) supporting modern web browsers should be able to access the web application

2.1.1.4 Software Interfaces

- OS- Windows/Linux.

2.1.1.5 Communications Interfaces

Communication between the client and server should utilize a REST-compliant web service and must be served over HTTP Secure (HTTPS). A uniform interface is created between the client and the server using websocket

2.1.1.6 Memory Constraints

At least 64 MB of RAM and 2 GB on hard disk will be required for running the application

2.1.1.7 Project Functions

Sports Management System is a database application system which is developing according to the sports management situation. It used to improve the problems existing in the management, realize the regular, and handle the affairs of sports efficiently. The system is used to the school sports. It can greatly improve the system adaptability in the Games;

2.1.1.8 User Characteristics

The sports event management system is a project where students can find the details of various games and the information of the col-

lege where the games are being conducted. In the existing Sports Event Management system, students are not able to get proper information about the games conducted in various colleges. The student needs to spend the time to get the information about the game. The student should attend the venue to get registered for the game which takes a lot of time.

2.1.1.9 Constraints

GUI is only in English. Proper internet connectivity is required. Limited to HTTP/HTTPS. Browsers should have web-socket compatibility.

2.1.1.10 Assumption and Dependencies

Proper working of this app is dependent on the internet connectivity of the user's computer so it is assumed that the users have stable internet connection. It is assumed that the user has basic knowledge of the system. It is assumed that the data entered by the user is considered valid.

Chapter 3

SYSTEM DESIGN SPECIFICATION

3.1 Module Decomposition Description

Any project or an application is partitioned in tiny groups called as modules for easy coding and understand. This paper mainly contains two modules which are admin module and user module. Here, user module further divided into two modules: teacher module and student module.

3.1.1 Module 1-THE ADMIN

Admin module, where admin can log in to the web page by using their passwords. Some of the functionalities of admin are adding a teacher and student, viewing a teacher and, adding and viewing a sports event. Most of addition and maintenance about events and participants will be done in this module. Admin is the responsible for maintenance of the application. Teacher will be having their username and password through which they login to the system. Teacher module have some functionalities are adding a student, view restricted students, view events, update results and viewing results. The users involved

in this event will be added through the admin and allocate them to take up responsibility of a particular event.

3.1.2 Module 2-THE STUDENT

The student module is another user module which describes an end user of the application. Some functionality of the user modules are viewing sports, registering, viewing result. The request or a query box is be developed where the student, who is one of the users can post their queries.

3.2 High Level Design Diagrams

3.2.1 Use Case Diagram

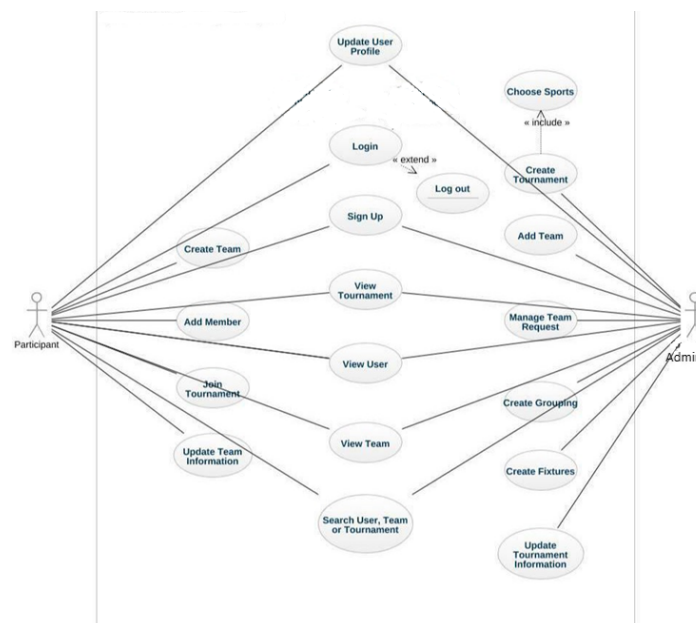


Figure 3.1: Sport event management use case

3.2.2 System Flow Diagram

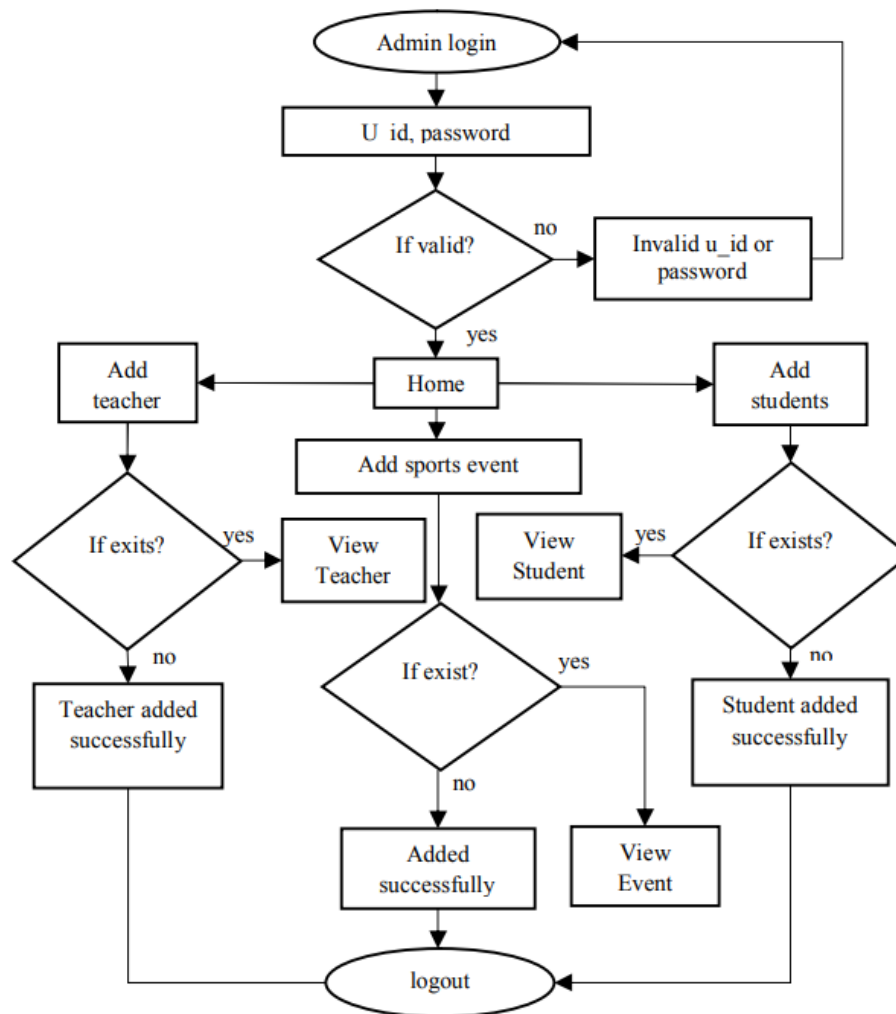


Figure 3.2: Admin

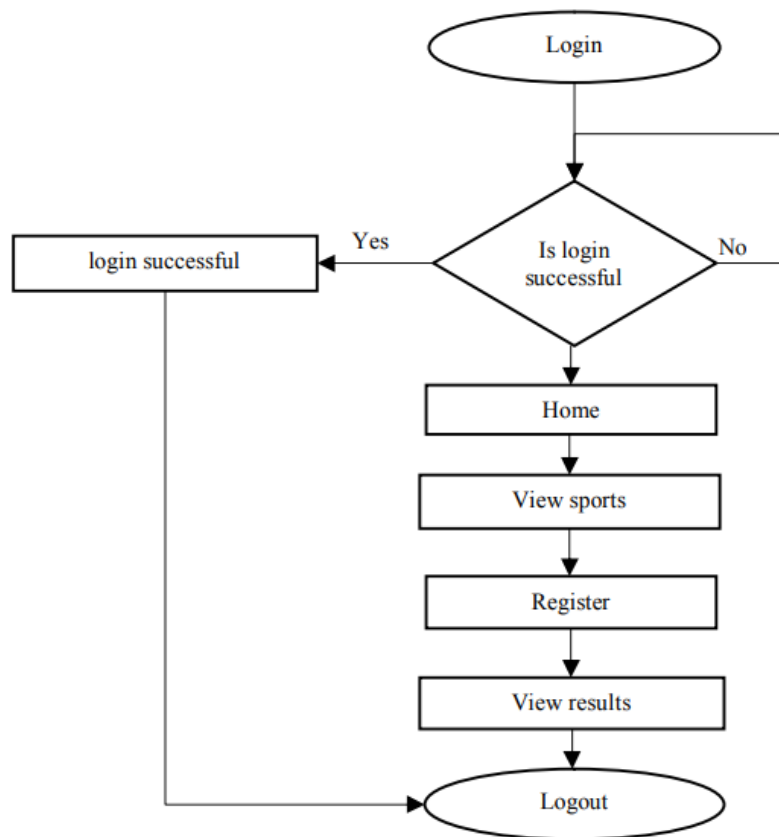


Figure 3.3: Student

Chapter 4

METHODOLOGY AND TEAM

4.1 Introduction to Waterfall Framework

The Waterfall Model was first Process Model to be introduced. It is also referred to as a linear-sequential life cycle model. It is very simple to understand and use. In a waterfall model, each phase must be completed before the next phase can begin and there is no overlapping in the phases. The waterfall Model illustrates the software development process in a linear sequential flow; hence it is also referred to as a linear-sequential life cycle model. This means that any phase in the development process begins only if the previous phase is complete. In waterfall model phases do not overlap. In "The Waterfall" approach, the whole process of software development is divided into separate phases. In Waterfall model, typically, the outcome of one phase acts as an input for the next phase sequentially. Following is a diagrammatic representation of different phases of waterfall model.

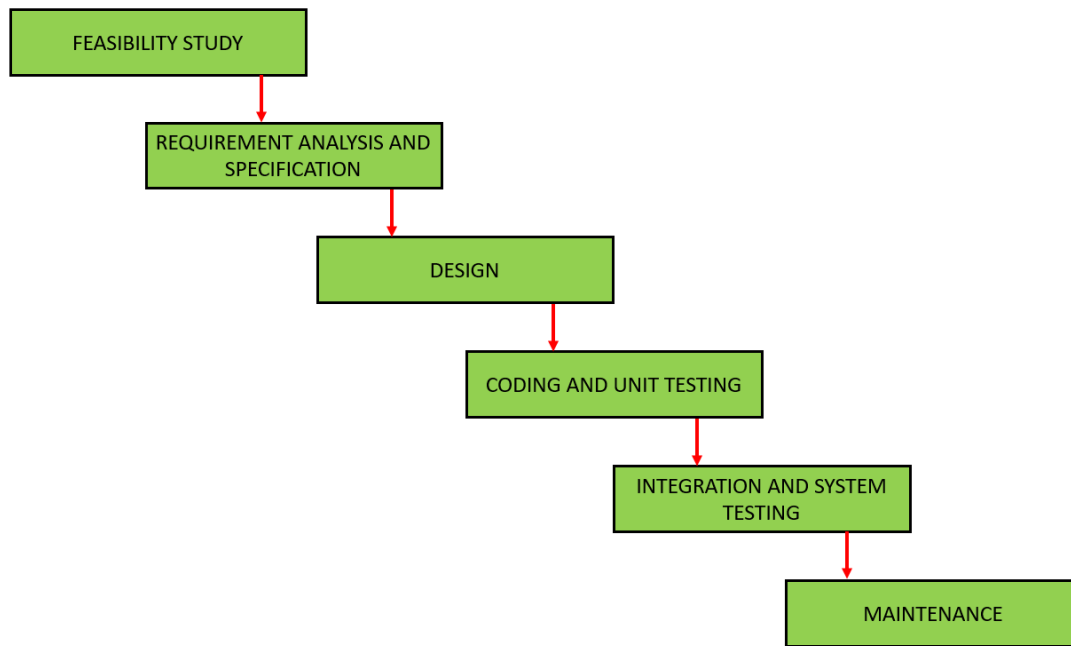


Figure 4.1: WaterFall model

The sequential phases in Waterfall model are-

1. **Requirement Gathering and analysis:** All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification doc.
2. **System Design:** The requirement specifications from first phase are studied in this phase and system design is prepared. System Design helps in specifying hardware and system requirements and also helps in defining overall system architecture.
3. **Implementation:** With inputs from system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality which is referred to as Unit Testing.
4. **Integration and Testing:** All the units developed in the imple-

mentation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.

5. **Deployment of system:** All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.

6. **Maintenance:** All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.

All these phases are cascaded to each other in which progress is seen as flowing steadily downwards (like a waterfall) through the phases. The next phase is started only after the defined set of goals are achieved for previous phase and it is signed off, so the name "Waterfall Model". In this model phases do not overlap.

Waterfall Model Pros Cons

Advantage The advantage of waterfall development is that it allows for departmentalization and control. A schedule can be set with deadlines for each stage of development and a product can proceed through the development process model phases one by one. Development moves from concept, through design, implementation, testing, installation, troubleshooting, and ends up at operation and maintenance. Each phase of development proceeds in strict order.

Disadvantage The disadvantage of waterfall development is that it does not allow for much reflection or revision. Once an application is in the testing stage, it is very difficult to go back and change something that was not well-documented or thought upon in the concept stage.

4.2 Team Members, Roles & Responsibilities

Team member1 Lokendra S Shekhawat- Front end

Team member2 Krishnesh Khalora -Back End

Team member3 Madhav Dwivedi - Front End

Chapter 5

System Testing

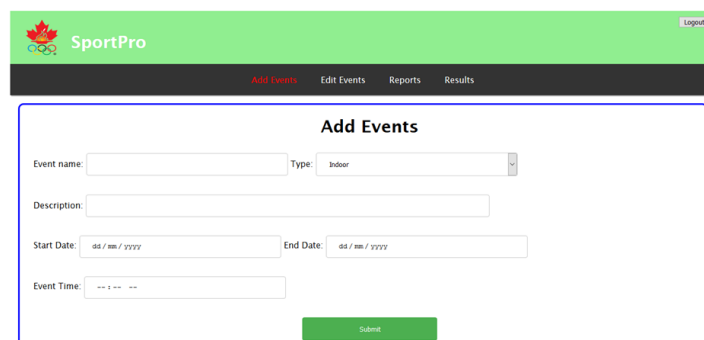
The designed system has been testing through following test parameters.

5.1 Performance Testing

Tested on various browsers like google chrome, mozilla firefox and microsoft edge. It is working fine with the backend having execution time upto 3 sec.

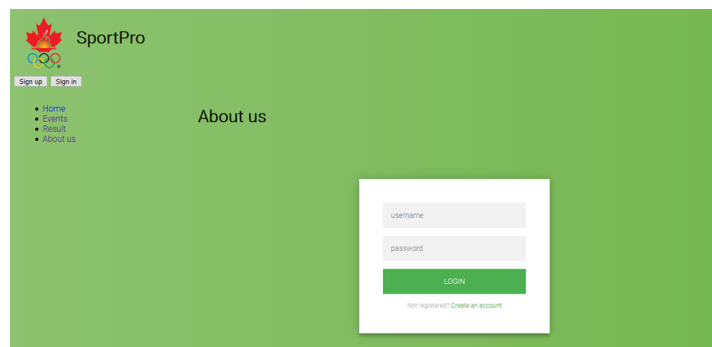
Chapter 6

PROJECT SCREENSHOTS



The screenshot shows the 'Add Events' form in the SportPro application. The form is titled 'Add Events' and is enclosed in a blue border. It contains the following fields: 'Event name' (text input), 'Type' (dropdown menu with 'Indoor' selected), 'Description' (text input), 'Start Date' (date input with format dd/mm/yyyy), 'End Date' (date input with format dd/mm/yyyy), and 'Event Time' (time input with format --:--:--). A green 'Submit' button is located at the bottom right of the form. The background of the application is green, and the SportPro logo is visible in the top left corner. A 'Logout' link is in the top right corner. A navigation bar at the top contains links for 'Add Events', 'Edit Events', 'Reports', and 'Results'.

Figure 6.1: Screenshot 1



The screenshot shows the 'About us' page in the SportPro application. The page has a green background. In the top left corner, there is a 'Sign up' link and a 'Sign in' link. Below them is a list of links: 'Home', 'Events', 'Results', and 'About us'. The main heading is 'About us'. In the bottom right corner, there is a login form with fields for 'username' and 'password', a green 'LOGIN' button, and a link for 'Not registered? Create an account'.

Figure 6.2: Screenshot 2

Chapter 7

PROJECT SUMMARY AND CONCLUSIONS

7.1 Conclusion

Sports management system is not only rewarding but it also helps the programmer to quickly organize the sports events and lists in short interval of time. System will allow to create multiple events by admin. Admin and Students are user of the system. It provide statics of match and player log. Student can view their profile ,previous records and player log can also be maintained.

Chapter 8

FUTURE SCOPE

- Live score update during live match and guest user can view score of live matches.
- In website, online payment for player can be implemented.
- Expansion of Android application can be implemented.

References

- [1] *<https://www.google.com/>*
- [2] *<https://www.wikipedia.org/>*