**End-to-End Football App: Ticketing, Live leagues and Match Stats**

**1. Overview**

This project is a **mobile application** designed primarily as a **match ticket booking platform**, while also providing additional football-related features to enrich the experience. Users can browse upcoming football matches from popular leagues, access basic information about fixtures, teams, and standings, and then proceed to book tickets. The application integrates with the **API-Football API** to retrieve real match data (fixtures, leagues, venues) which supplements the booking process and makes the demo more realistic. The core of the project emphasizes a professional and user-friendly **ticket booking and payment workflow**, supported by contextual football data.

**2. Core Objectives**

1. Enable users to **browse upcoming matches** from selected leagues.
2. Provide a smooth and realistic **tier-based booking process** for tickets.
3. Implement a **payment process using Stripe**, offering a secure and real-world checkout experience.
4. Supplement booking with **football data from API-Football** (fixtures, leagues, venues, and teams) for context.

**3. Features**

**A. Match Booking (Main Feature)**

* **Browse Matches:** Users can view upcoming matches in the Egyptian Premier League, English Premier League, and other major leagues.
* **Select Tier:** Instead of seat-by-seat booking, users choose ticket tiers:
  + Regular
  + Premium
  + VIP
* **Set Quantity:** Select the number of tickets.
* **Payment:** Integrated with Stripe for secure checkout.
* **Booking Confirmation:** Users receive a booking reference upon successful payment.

**B. Complementary Football Data (via API-Football)**

* **Leagues & Seasons Browser:** Explore supported leagues and their seasons.
* **Fixtures:** View upcoming matches with date, venue, and teams.
* **Standings:** Display league tables for added context.
* **Team Pages:** Basic details like team names, logos, and stadiums.