

A report on
“Tournament Management System”

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Submitted By:

Md Iftekhar Hossain Tushar
Student ID: 1902061
Level-2, Semester-II
Department of Computer
Science and Engineering

Sabbir Ahmed
Student ID: 1902075
Level-2, Semester-II
Department of Computer
Science and Engineering

Azizur Rahman Maruf
Student ID: 1902029
Level-2, Semester-II
Department of Computer
Science and Engineering

Department of Computer Science and Engineering,

Faculty of Computer Science and Engineering

Hajee Mohammad Danesh Science & Technology University, Dinajpur



CERTIFICATE

This is certify that Md Iftekhan Hossain Tushar, Azizur Rahman maruf and Sabbir Ahmed submit this project work entitled “Tournament management Syastem” is carried out in partial fulfillment for the award of the degree of bachelor of science (engineering) in computer science and engineering. This is a record of their own work carried out by them under of supervision and guidance.

Supervisor

Hasi Saha Assistant Professor

Dept. of Computer Science and Engineering

Acknowledgment

We would like to express our thanks of gratitude to Hasi Saha , Assistant Professor, department of Computer Science and Engineering who gave us a golden opportunity to do this project and also provided support in completing in our project. Her heartiest & kind Cooperation during our project work makes the dream real & we succeed to complete our project.

While we were preparing this project file, various information that we found helped us in chapter of profile adding and we are glad that we were able to complete this project and understand many things. Through preparation of project was an immense learning experience and we included many personal qualities during this process like responsibility, punctuality, confidence and others.

We would like to thank to our supervisor who supported us all the time, cleared our doubts and to our parents who also played a big role in finalization of our project file. We are taking this opportunity to acknowledge their support and we wish that they keep supporting us like this in the future.

A project is a bridge between theoretical and practical learning and with this thinking we worked on the project and made it successful due to timely support and efforts of all who helped us.

Once again, we would like to thank our classmates and friends also for their encouragement and help in designing and making our project creative. We are in debt of all these. Only because of them we were able to create our project and make it good and enjoyable experience.

Abstract

Tournament management system is the software which Nowadays, due to overwhelming of the number of tournaments held in Universities , most organizers experiencing difficulties to manage and retrieve the required information. The modules are built to provide the display function of list of tournaments and teams, searching, management, configuration. This purpose of this project is to improve tournament management using Sports Tournament Management System (Skora). Tournament organizer able to manage information such as teams, participant, match, and result. In addition, the system used MySQL as data storage and Database Management System.

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Chapter 1

Introduction

1.1 Introduction

- Tournament Management system is a project for maintaining sports in a better and easier way.
- Traditionally when a tournament is organized storing and processing of data with paperwork is so difficult . For removing this drawbacks we developed this tournament management system for maintaining sports.
- This project is totally functionalized to organize teams for adding, editing, removing and so on.
- Teams data are managed in a good manner. We designed, developed and created database in part by part for handling this project.
- Our main goal is to solve this real life problem more functionally.

1.2 Scope or objective of the project

1. Create a tournament
2. Create new team and add to the table
3. Edit existing team from table
4. Delete existing team from table
5. Display standing table
6. Display teams in group
7. Managing team information

Chapter 2

Overview

2.1 Overview

Talking about the Tournament Management System, it is a kind of sports manager type of application. From the authority can manage the teams and its fixtures. Here authority can add different teams and manage them. Also, players can be added for a particular team. Later it can update each individual player.

Design of this project is so simple that the user won't find difficulties while working on it. This project is easy to operate and understood by the users. To run this project you must have installed Eclipse IDE or Netbeans IDE on your PC.

The following are the major objective of this application:

1. **To provide a bug-free application to the committee of the tournament.**
2. **The main objective is to build a secured, robust CPL Management System Project where the information of teams is managed properly.**
3. **It maintains the record of teams, players, match details efficiently so that it would be easy to access at any time 24*7.**

Chapter 3

Proposed Methodology

3.1 Introduction

Methodology can be defined in which is something is done and information is found. Before an accessing data can be used, it must be built, evaluate and tested for the employing techniques. This chapter also explains on the methodology what is being used for completing the project and developing the project prototype. The project is a temporary effort designed to produce a unique product, service or result with a start and end that is clear usually time consuming, and often limited by funding or submission performed to meet unique goals and objective, usually to bring about beneficial changes. In practice, managing different production approaches requires the development of different technical skills and management strategies. The main challenge of project management is to achieve all project goals in the constraints provided. This information is usually described in the project documentation, which was made at the beginning of the development process

3.2 Requirements

To make a decent tournament organizer, the individual must be orderly and dependable. The importance an individual must consider detail and things in an exact way or following a method. An individual who gradually and cautiously following all headings and after that follows them precisely how it is. Additionally somebody who has the right stuff to do what you need done.

3.3 Create Tournament

This use case allows the tournament organizer to create a tournament. The organizer needs to fill in tournament name, sports, manage teams, standings, team info, fixture, add team, edit team and delete team.

3.4 Requirement Phase

The software must reach the needs of users and business processes that have been running. In this process before knowing the needs of users conducted literature review first. Collection of materials is done by searching for literature searching for literature sources related to any competition system. The collection of materials is obtained from internet sources and from many research publications related to competition system. After that start to learn what the user needs or in other word the system analysis needs of users. Just need the important requirement in the competition.

3.5 System Design Phase

At this stage modelling of the software is created. The purpose of making this model is to obtain a better understanding of the flow of data control, functional processes, operating behaviour and the information contained in there. It consists of the main activity of process modelling, data modelling and design.

3.5 System Testing Phase

In this stage, it takes some software testing before implemented in the actual business processes. The testing simulates both data and processes such as the actual event. Searching for some bugs or errors will be done then fixing it. From this stage, the software is expected to be error free and fill the user requirements

3.6 Deployment Phase

On this phase of the software deployment life cycle (SDLC) and puts the product into server. After the project team testing the system and the system passes each testing phase, the system is ready to go publish and ready to be used in a real environment by all type of user of the products.

3.7 Maintenance Phase

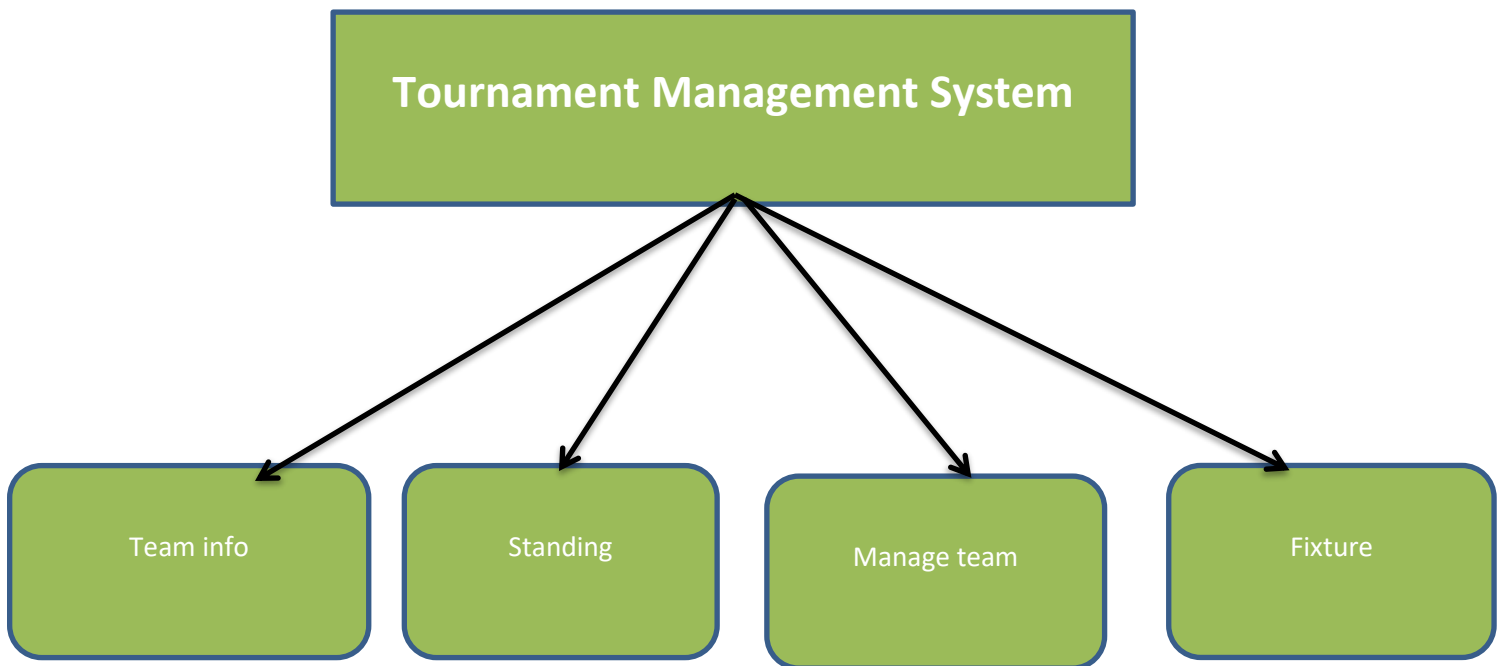
In this final stage, maintenance involves correcting errors which were not discovered in earlier stages of the cycle life. Maintenance in this research are fixing the bugs and perform data backups on a regular basis.

3.8 Implementation Phase

Applications in this paper is web-based application where all software support is open source. The technology used in this research are:

- 1) Windows 11 Operating System.
- 2) MySQL Database Server.
- 3) Framework
- 4) JFrame.
- 5) Database.

3.9 Diagram



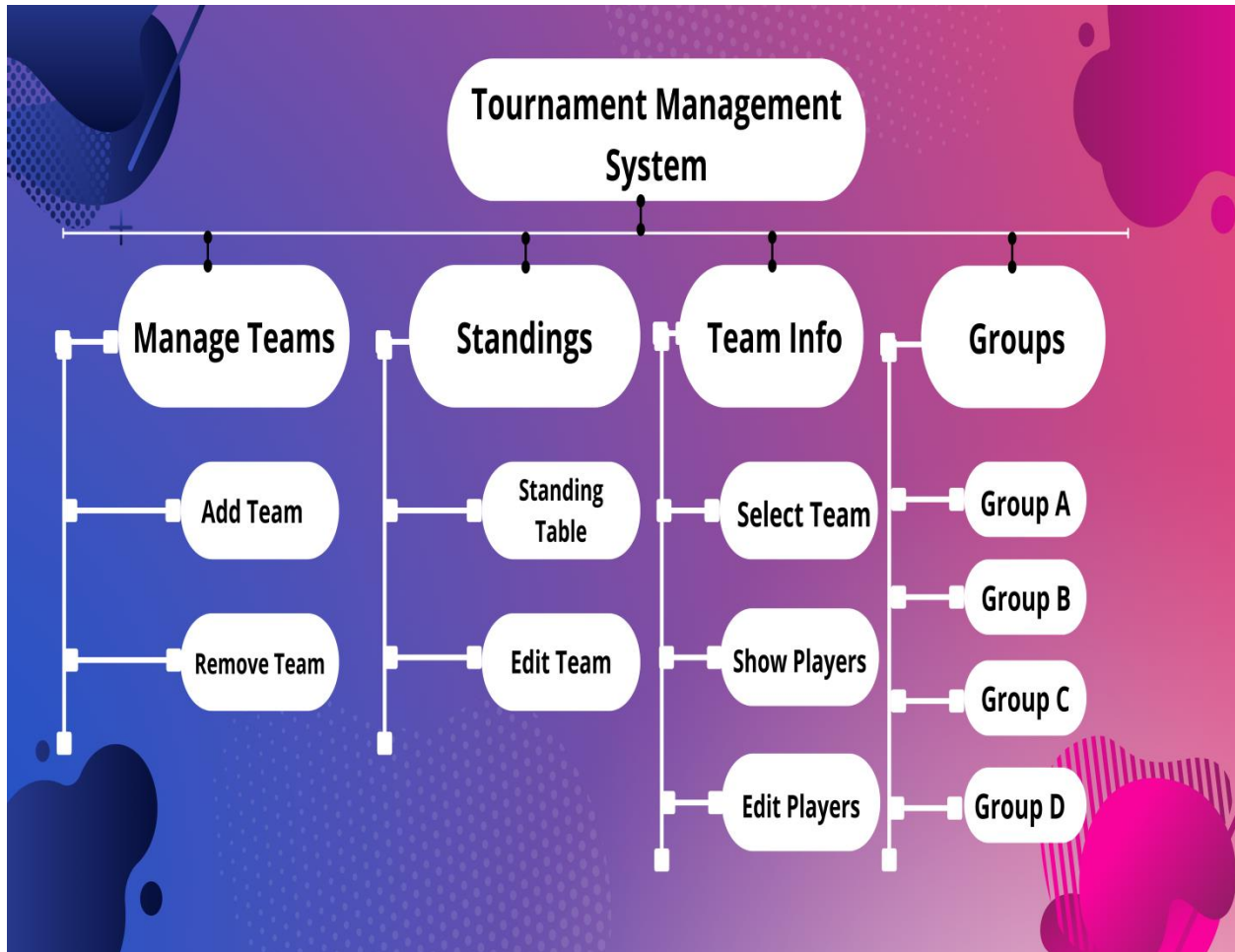
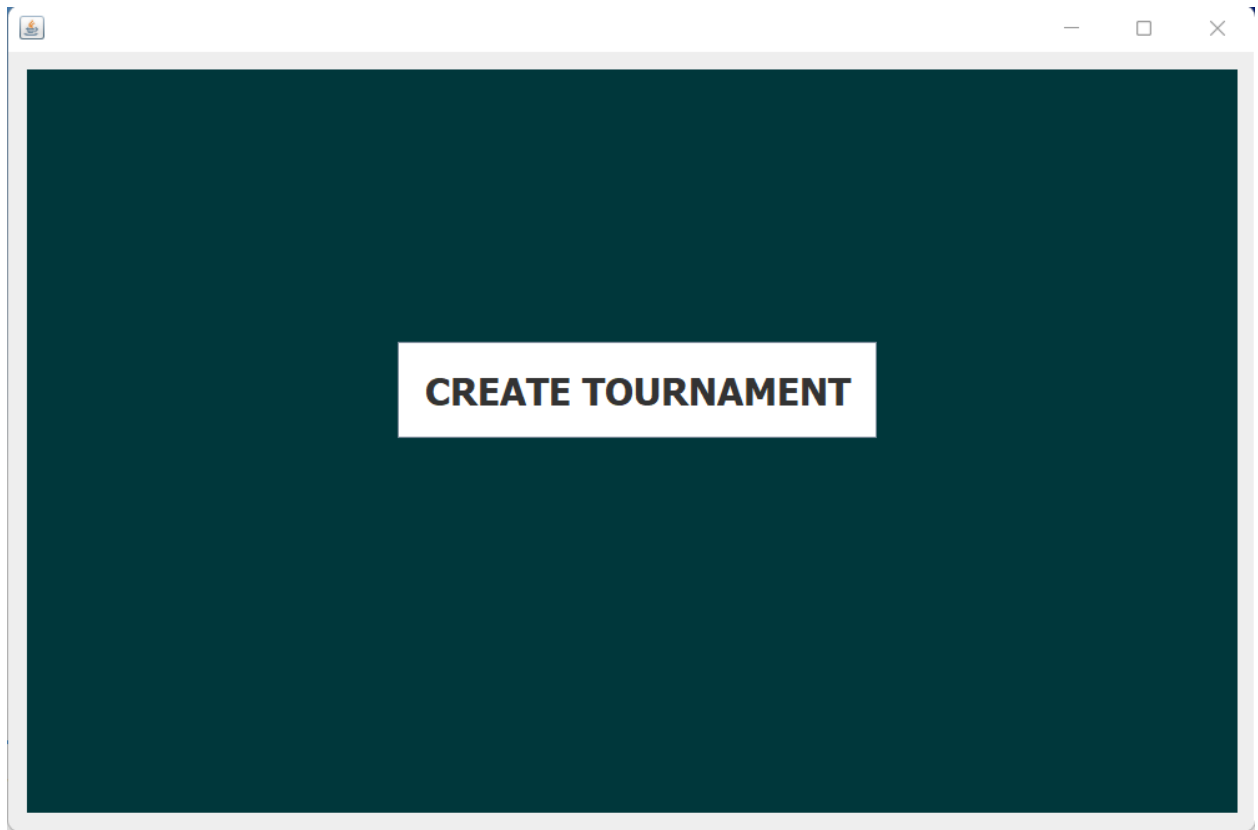


Diagram of whole tournament management system

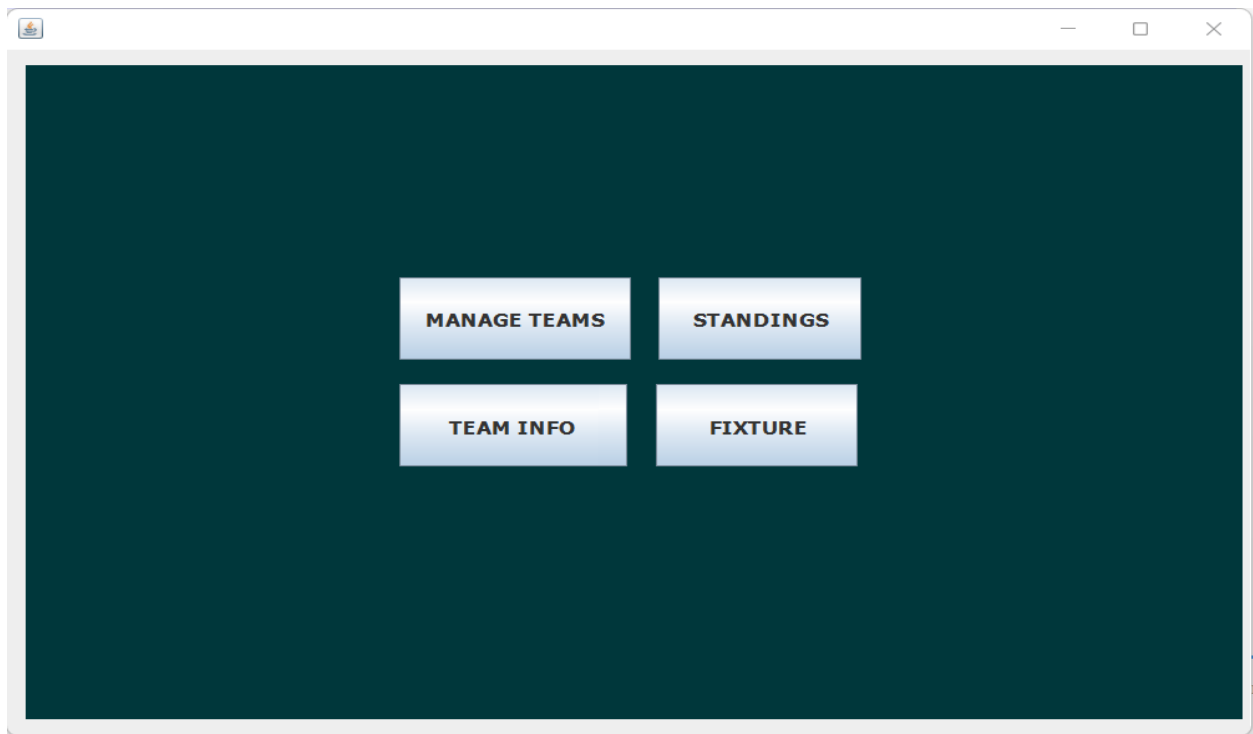
Chapter 4

Result and discussion

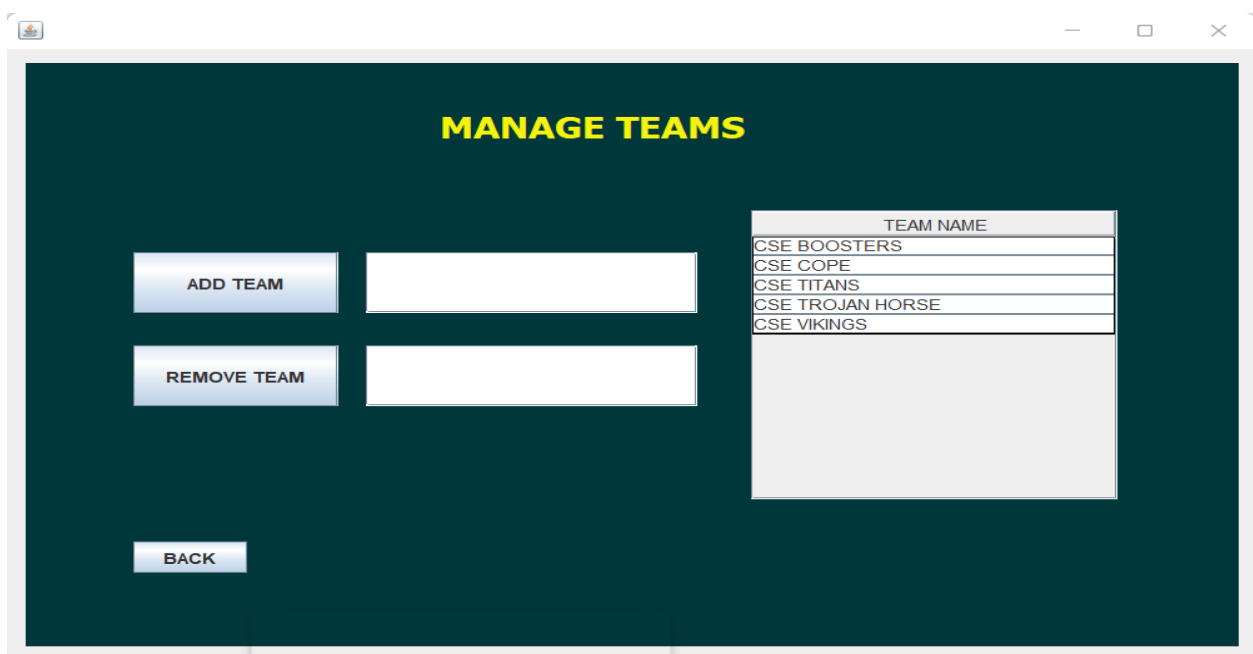
4.1 Introduction



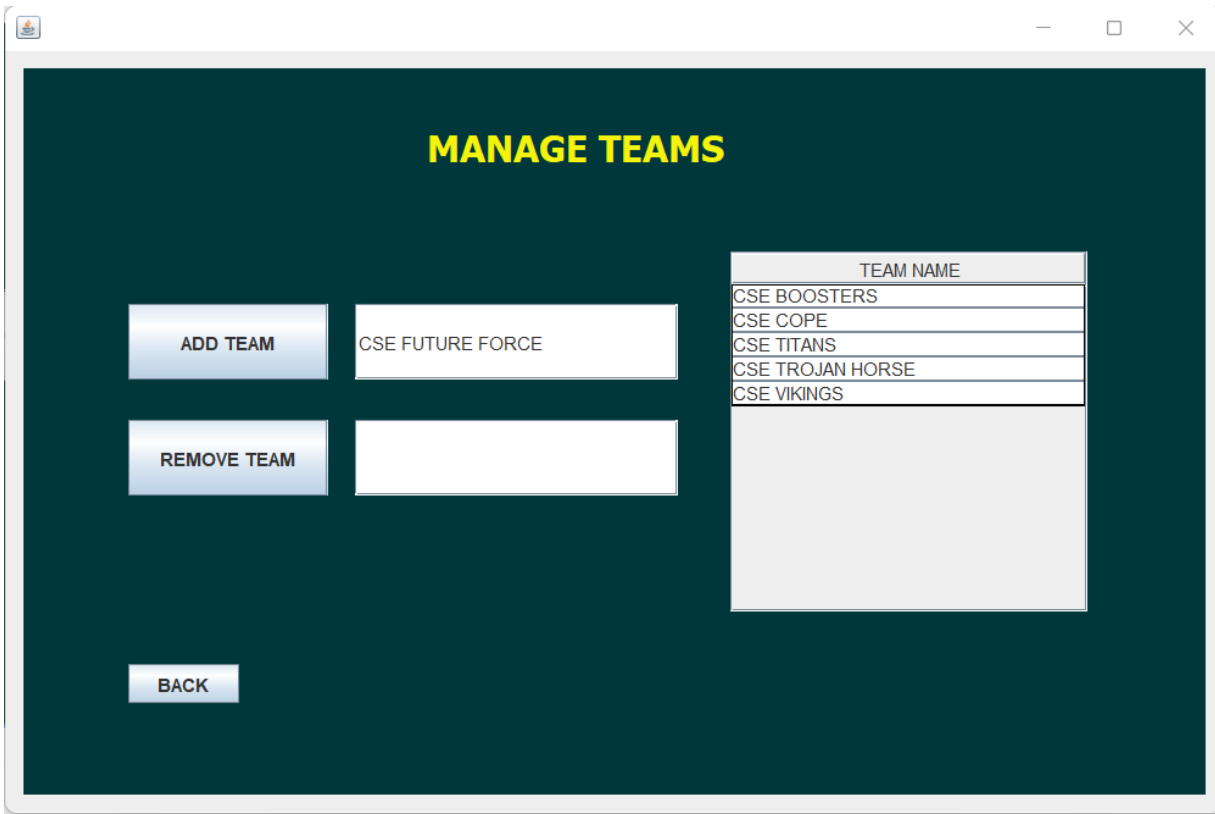
Create a tournament by clicking this button



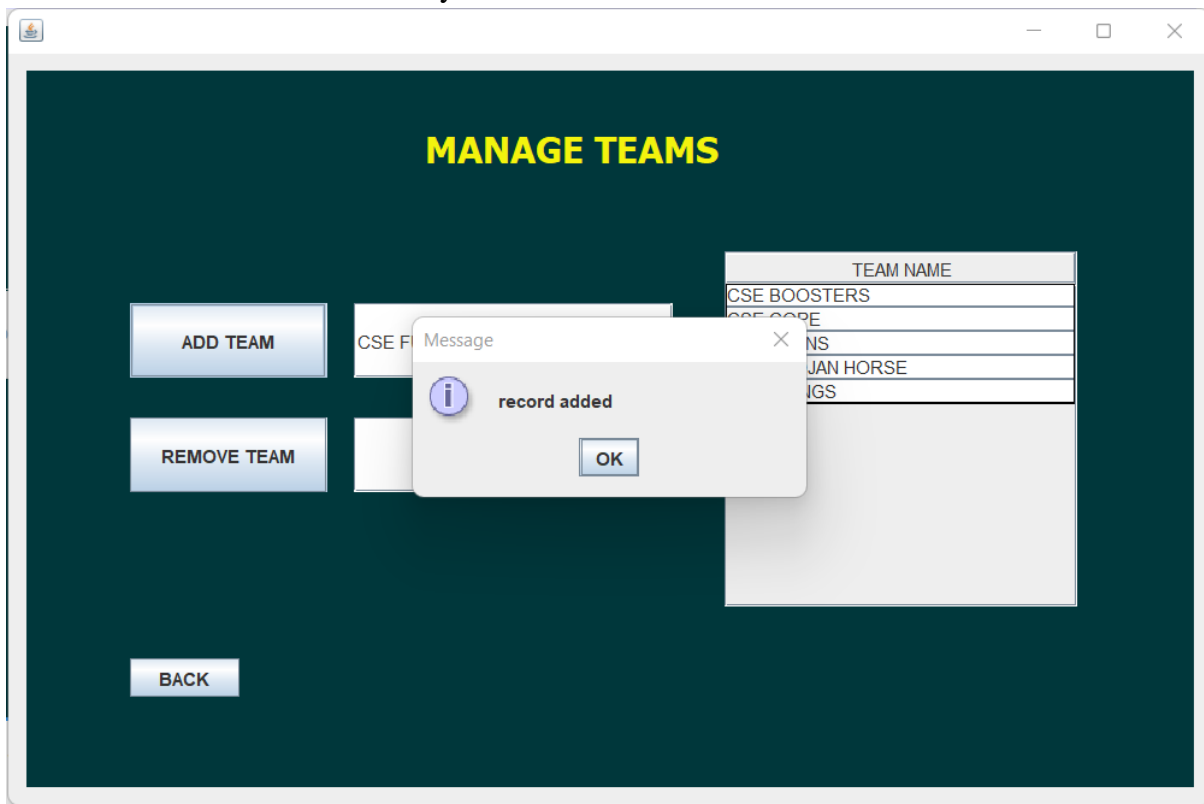
Choose any of these four options to perform the specific task.



First step is to enter the manage teams option to add or remove team from table.



Enter any team name and click to add team



Record added dialog box is showed

MANAGE TEAMS

ADD TEAM

REMOVE TEAM

BACK

TEAM NAME
CSE BOOSTERS
CSE COPE
CSE FUTURE FORCE
CSE TITANS
CSE TROJAN HORSE
CSE VIKINGS

Finally record is added to the table

MANAGE TEAMS

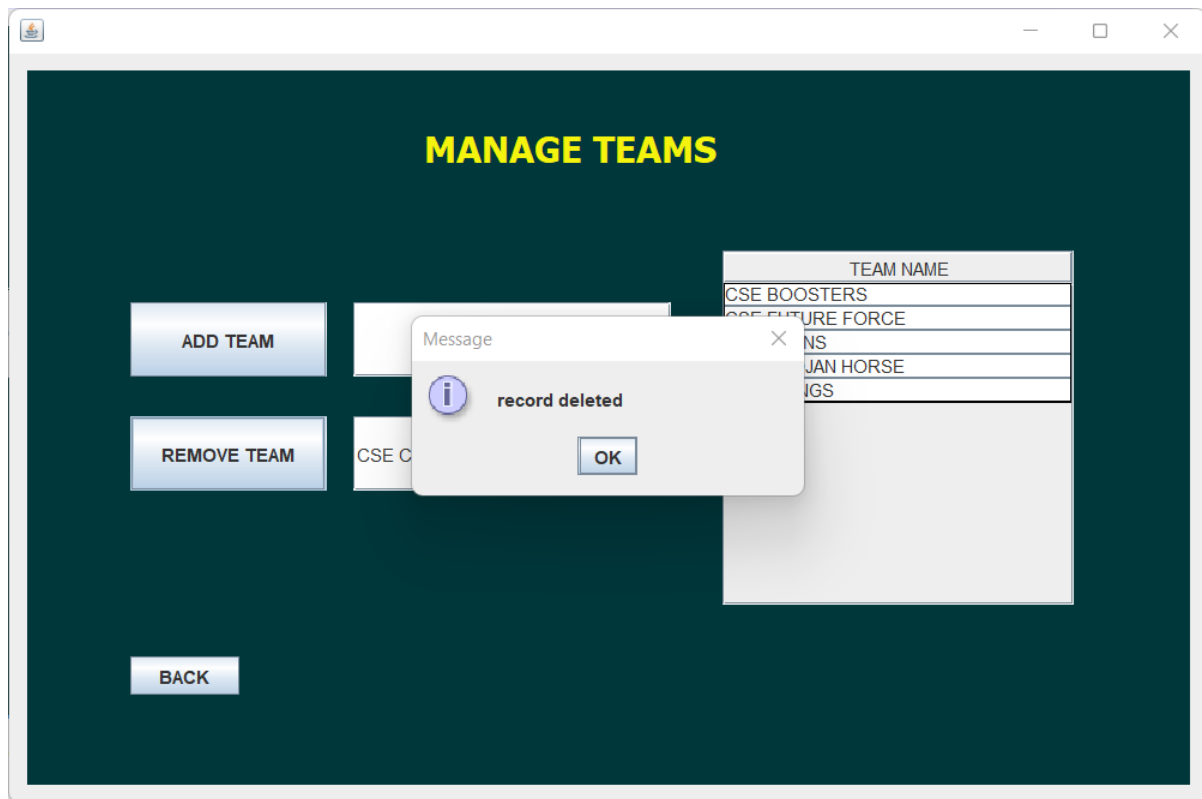
ADD TEAM

REMOVE TEAM

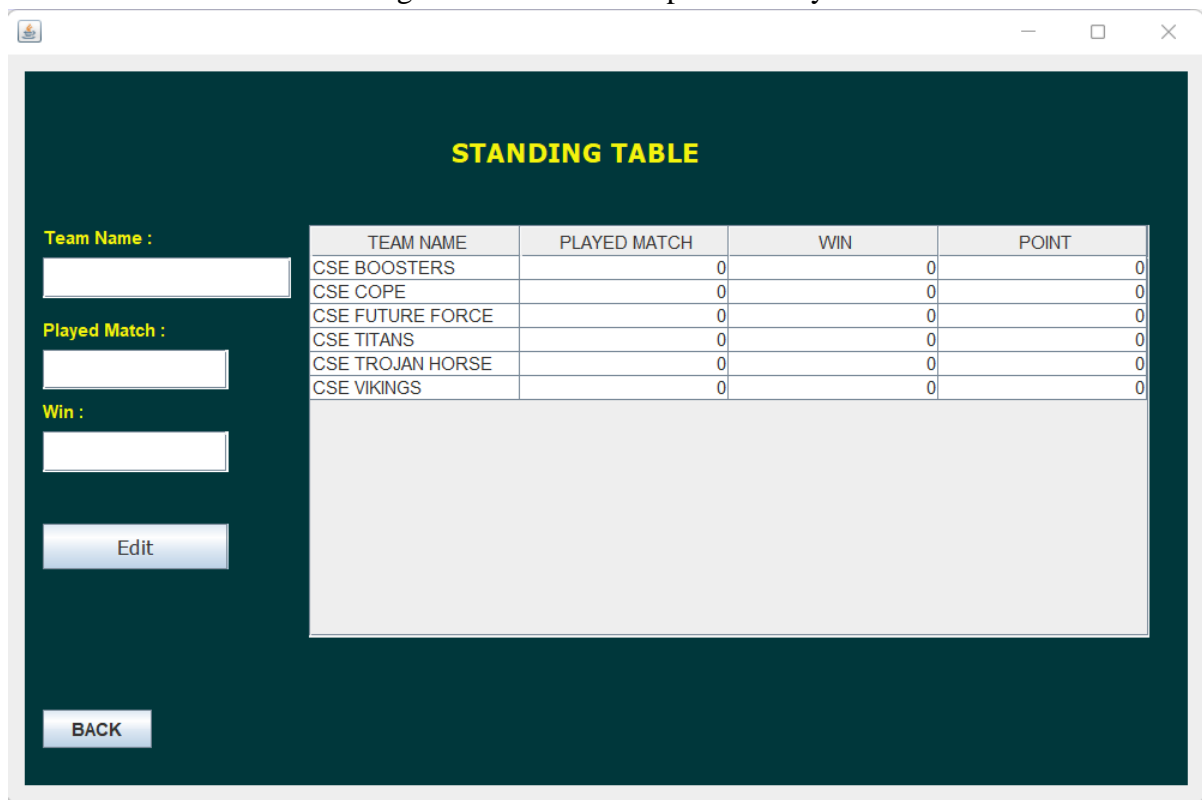
BACK

TEAM NAME
CSE BOOSTERS
CSE COPE
CSE FUTURE FORCE
CSE TITANS
CSE TROJAN HORSE
CSE VIKINGS

Now select a team to remove from table



Record deleted dialog box is showed and permanently removed the record



Standings of teams based on their point. Points are calculated by the matches they won.

Team Name :

CSE BOOSTERS

Played Match :

5

Win :

4

Edit

BACK

TEAM NAME	PLAYED MATCH	WIN	POINT
CSE BOOSTERS	0	0	0
CSE COPE	0	0	0
CSE FUTURE FORCE	0	0	0
CSE TITANS	0	0	0
CSE TROJAN HORSE	0	0	0
CSE VIKINGS	0	0	0

We can update any record by selecting the row and it shows the information to the left text fields

Team Name :

CSE BOOSTERS

Played Match :

5

Win :

4

Edit

BACK

TEAM NAME	PLAYED MATCH	WIN	POINT
CSE BOOSTERS	0	0	0
CSE COPE	0	0	0
CSE FUTURE FORCE	0	0	0
CSE TITANS	0	0	0
CSE TROJAN HORSE	0	0	0
CSE VIKINGS	0	0	0

Message

Record Updated!

OK

Record updated dialog box is encountered

Team Name :

CSE BOOSTERS

Played Match :

5

Win :

4

Edit

STANDING TABLE

TEAM NAME	PLAYED MATCH	WIN	POINT
CSE BOOSTERS	5	4	11
CSE COPE	0	0	0
CSE FUTURE FORCE	0	0	0
CSE TITANS	0	0	0
CSE TROJAN HORSE	0	0	0
CSE VIKINGS	0	0	0

BACK

We can see the updated records here and it will calculate points automatically

TEAM INFO

PLAYERS OF:

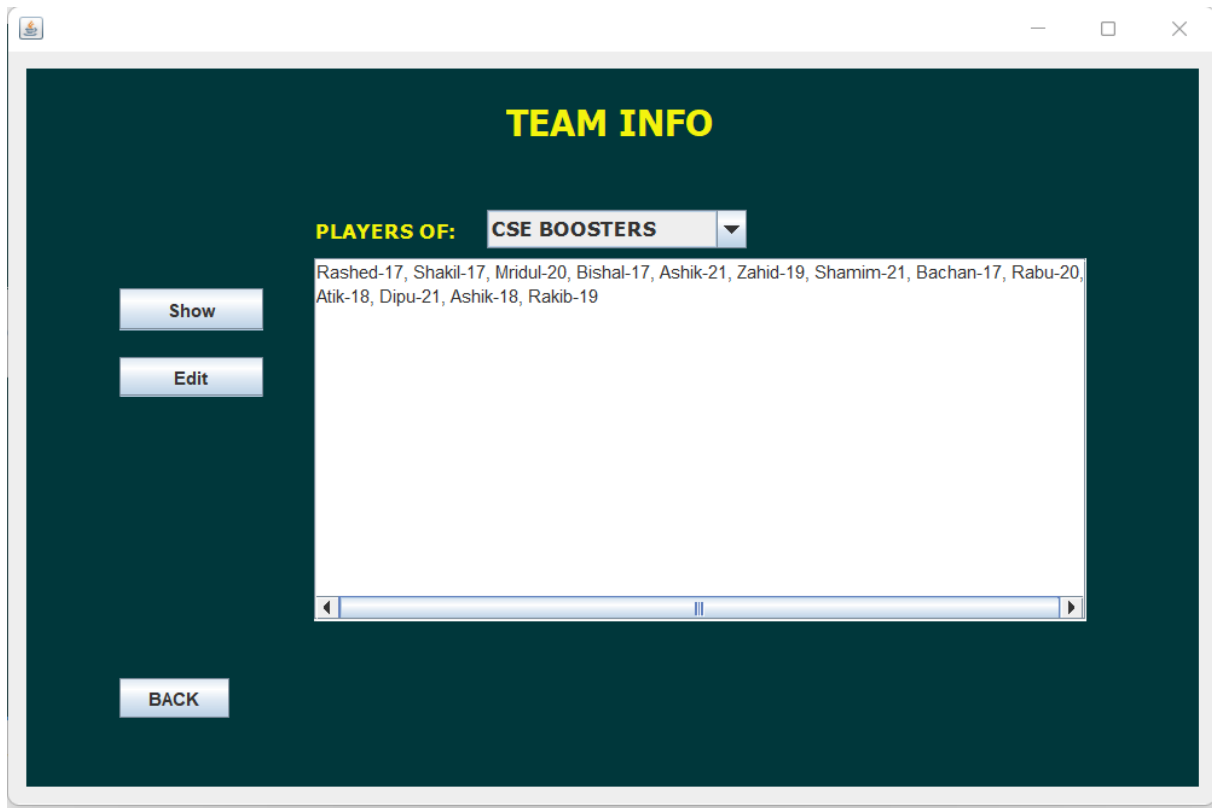
CSE BOOSTERS

Show

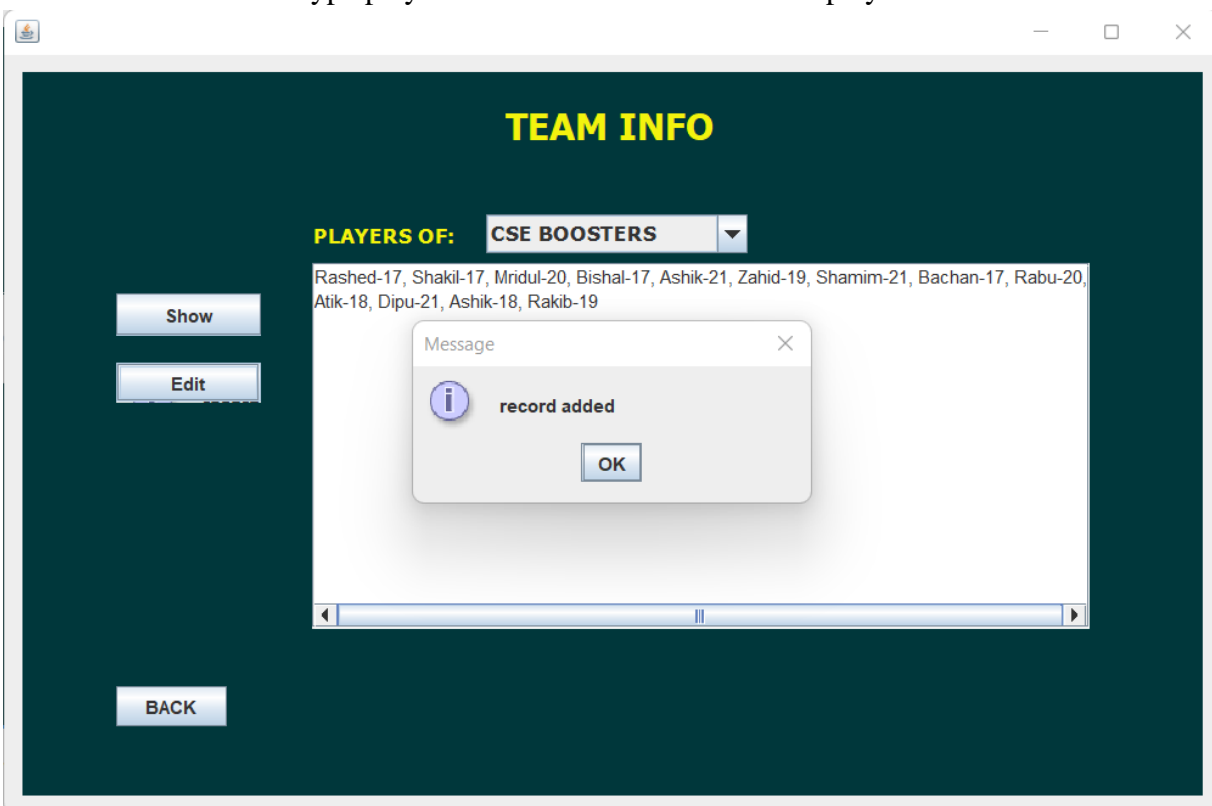
Edit

BACK

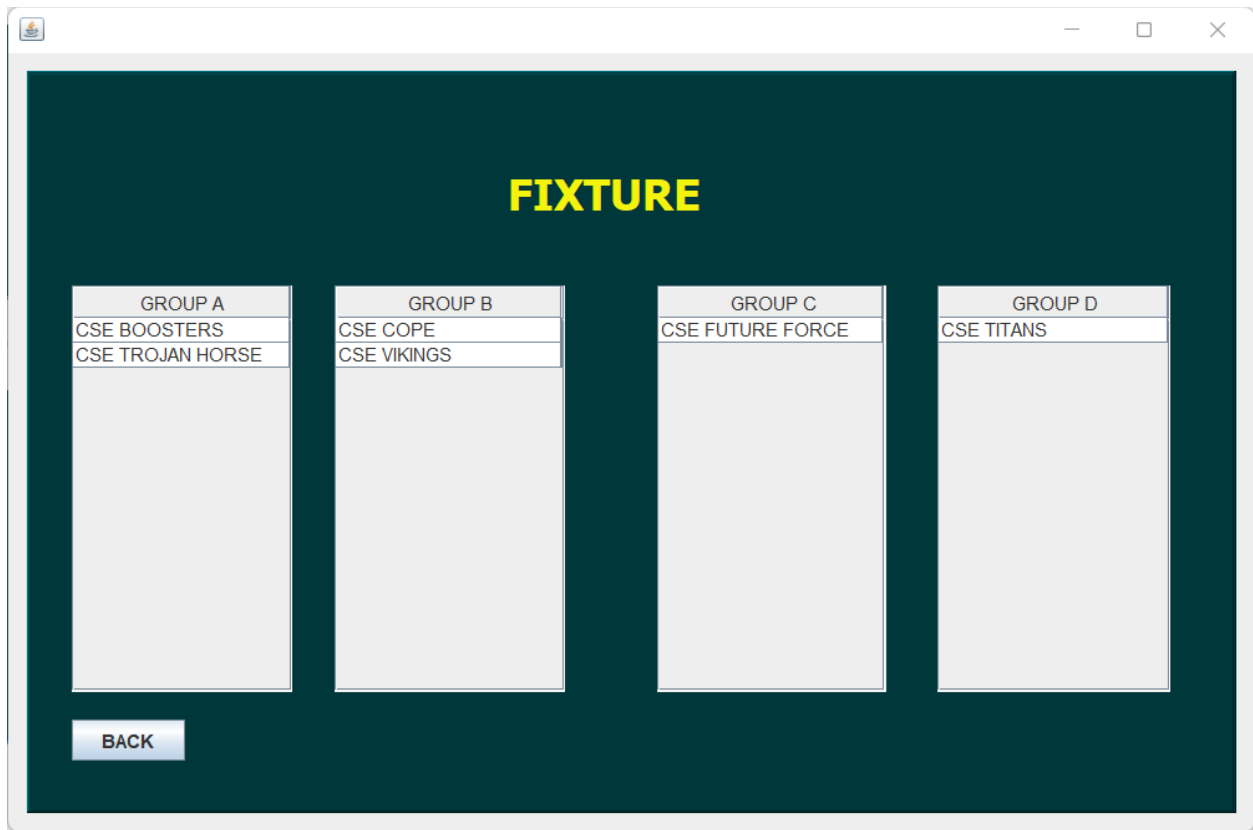
Team info tab is for showing, adding and updating players of a specific team



Select a team and type players name and click edit to store players name to the team.



After adding or editing players of a team record added dialog box encountered



This tab is for dividing teams into four groups. Teams are added to the fixture when those are added to the table. Matches are held among teams of a group. Each group has a group champion and future matches are held among them.

Chapter 5

Conclusion

1.1 conclusion

Our main motive for creating, developing and building this project is to make the work easy for managing teams of a tournament. We applied various technologies and methods throughout this journey. This should be very useful and enjoyable as well. We faced so many difficulties to develop this project and our honorable mentor Hasi Saha mam helped us a lot. We learned new technologies, gained knowledge and applied them to complete this project. We will try to work on this project and will make this project more functional in near future.

1.2 Reference

- <https://docs.oracle.com/en/java/>
- <https://www.geeksforgeeks.org/java/>
- <https://www.javatpoint.com/java-tutorial>
- Stackoverflow for various problems solution
- <https://www.w3schools.com/mysql/default.asp>
- Google