

Sports *Eventor*

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Final Project Paper

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This report details the design of Sports Eventor smartphone application that allows the Sports Event Manager to schedule the sports and the participating teams to register and see the sports details.

Executive Summary

The problems of organizing sports event in an organized way have been a problem in community/local sports events. People have been writing down everything manually contacting via phone or email to get details of sports and sports events. Although there is sports smartphone application exist, but they do not target all sports and they do not have score details system. The Sports Eventor smartphone application is system to facilitate the entire problem facing by the local/community organization to organize a sports event in a simple, easy, and efficient way.

This system is designed to make it easily accessible to the people. So it will be available in both android and IOS operating systems. It will have features of registration for Sports Event Organizer where they could provide details of which sports are going to be played and when and where these events will be held. It also allows Event Organizer to provide the Sports coordinator per each game. The event Participating organization/team can register by going through the system to register and pay for the participation. The sports fans, players, and event organizers can access the sports events details with each game result in any events.

The Sports Eventor is a smartphone platform for the Sports Event organizer to organize event, Sports Participating team to register and participate in local/ community sports events and sports lover to archive the details of sports events within the community or local organization.

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Project Name

Sports Eventor

Project Description

Sports event organized in the local communities and organizations are writing down on paper to keep the records of all sports events. Sports events participating teams have to communicate via phones or emails to know about the details of sports to be played, venue, and registration. It would be easier if there is a platform where community could just provide details of sports event and other participating team/organization could register to participate on such sport events. The smartphone application, *Sports Eventor*, is a system designed to help the local communities and organizations to organize and provide details of all sports events.

The Sports Eventor is a platform for sports lover to organize events and also participate in such sports events organized by other organization. It will make it easy for the sports organizer to organize the events with sports details, venue, and registration. It will also have features to manage the results of all the sports played in the events.

Sports Team registration, payment, sports event venue, data and time, and results of sports events are the main features of this smartphone application.

Potential Users

These are the lists of potential users of the Sports Eventor smartphone system:

1. Sports Team Managers
2. Sports Fans
3. Coaches
4. Players

System Processes

The Sports Eventor system have processes for each use case that are described below:

1. Register/Login for the Sports organizer to organize/manage sports event or Team to participate in the Sport.
2. *Add/Edit/Delete* for a Managerial role for the Sports event.
3. *Select* the Sport and *Add/Edit* users to assign their roles and responsibilities to manage each sport. (Sport organization Roles)
4. *Select* the sport for registration by team managers or sport organization.
5. *Add/Edit/Delete* Scores per each sport by the Assigned sport coordinator.
6. *Add/Edit* teams and players per each Sport.
7. *Add/Edit/Delete* payment for the team Registration.
8. *Select* details for previous sports event.

1st draft of Interview Questions to ask Potential Users

The Sports Eventor smartphone application requires certain specification before system design. Here are lists of close ended and open ended questions to ask potential users.

A. Close Ended Questions

1. Does this smartphone application can be downloaded for free in IOS and Android OS?
2. Do we have any sort of logo for the Sports Eventor as a symbol?
3. Will we have any administrator for this application to look after when issue reported or need help to use this application?

4. Can we restrict the payment method only via PayPal?

B. Open Ended Questions

1. Are we going to have any specific criteria who/where could organize the sports event?
2. Do you want the sports selection dropdown list will be available as default or have to update by the event organizers?
3. For registration and team members name, who can manage it? Team members themselves or organizer?
4. 4. How do you want the basics information to be displayed in the main Screen page?
5. What information you want to keep in the record for the efficient use of the application?
6. How do you want to archive the previous records from this application?
7. Do you want to have place for logo of any community to be places and display the pictures of the players per game?
8. Do you want to link it with any other event organizing system for other purposes like; Event venue reservations?

Additional Source Information

- Team Registration payment via PayPal.

Information to be entered and/or displayed on the User

Interface Screen

The Sports Eventor system captures the Sports event organizer information, sports participating team information, and payment information and displays the Sports events information, sports archive details.

1. Registration UI Screen for Sport Event Organizer and participating Organization

Fields	Input Type	Description
1. Register a. <u>For Event Organizer</u> ▪ Organization Name ▪ Email ▪ Password ▪ Sports List ▪ Location ▪ Date ▪ Time ▪ Submit b. <u>For Sports Participant</u> ▪ Event selection ▪ Sports selection ▪ Next page ▪ Participating team name	1. Button ▪ Text ▪ Text ▪ Text ▪ Drop/Down select ▪ Text ▪ Text ▪ Text ▪ Button ▪ Button ▪ Radio button ▪ Button ▪ Text	1. To register to organize or participate in sports event.

<ul style="list-style-type: none"> ▪ Sports Name ▪ Players List ▪ Next Page ▪ Payment ▪ Submit 	<ul style="list-style-type: none"> ▪ Text ▪ Text ▪ Button ▪ Button ▪ Button 	
2. Login <ul style="list-style-type: none"> ▪ Email/username ▪ Password ▪ Login 	2. Button <ul style="list-style-type: none"> ▪ Text ▪ Text ▪ Button 	2. To login to go the account that is already exist.

2. Sports Score Details

Fields	Input Type	Description
1. Sports Name	1. Text	1. Scores record per each Sport with Data and Time along with the edit/save/restart options.
2. Date	2. Text	
3. Scores Update	3. Text	
4. Restart	4. Button	
5. Save	5. Button	
6. New Game	6. Button	

3. Sports Score Archive Details

Fields	Input Type	Description
1. Sports Selection	1. Drop down selection	Each Sport details per

2. Date	2. Text	selection of sports per date.
3. Submit	3. Button	
4. Scores/Date/Venue	4. Texts display	
5. Close	5. Button	Close the archive details page

Information to be stored in data files

Sports Organizer profile data, Sports participating team profile data, and payments are stored in this system as listed below;

1. Sports Organizer Profile Data

- Organization Name
- Email
- Password
- Sports List
- Location
- Date
- Time

2. Sports participant Profile Data

- Event selection
- Sports selection
- Participating team name
- Sports Name
- Players List

3. Payment Data

- Payment? Yes/No

Complete List of systems processes

A. Sports Event Organizer Profile

1. Create a Sports event
 2. Add/Edit/Delete for a Managerial role for the Sports event.
 3. Add/Edit/Delete users to assign their roles and responsibilities to manage each sport.
- Add/Edit/Delete Scores per each sport.
 4. Add/Edit Sports, venue, time and date.

B. Sports Event Participant Profile

1. Register to participate in the Sports event.
2. Select sport for registration by team managers or sport organization.
3. Add/Remove teams and players per each Sport.
4. Pay via PayPal.

C. Sports Fans, Players, Sports Organization

1. Select to see the history of previous sports even

List of top-level data and its source/sink (origin/destination)

The top-level data includes the sports management information, Team registration information, payment method information, and archive details information. The Sports management information is provided by sports organizing manager and it will be stored in sport organization profile. The participating team information and payments are

provided by the sports team manager/sponsor and it will be stored in the sports participating team profile. The sports coordinators are responsible for the sports fixtures, each team standing in each sports, sports scores and details of win/loss of each game and the data will be stored in sports archive details profile.

Data	Source	Sink
<i>Sports Management</i>		
1.Organization Name 2.Email/Username 3.Password 4.Sports List 5.Location 6.Date 7.Time	Sports Organization Manager	Sports Organization Profile
<i>Team Registration</i>		
1.Email/Password 2.Event Selection 3.Sport Selection 4. Manager Name 5. Sport team Name 6. Players Name 7.Location	Participating Sports Team Manager/Coach	Sports Participating Team Profile
<i>Registration Payment</i>		

1.Registered Sport Name	Participating Sports Team	Sports Participating Team
2. Payment Type (PayPal)	Manager/Sponsor	Profile
3.Amount		
<i>Sports Archive Details</i>		
1.Sports Name	Sports Coordinators	Sports Archive Details
2.Sports Team Name		
3. Results		
4.Date/Venue		

1st draft of Data Flow Diagrams

The 1st draft of the data flow diagrams gives the glimpse of the how the Sports Eventor system works. The sports event organizer will create the profile to organize event and adds the sports to be played in that event. Such organizer information is stored in sports organization database. The sports event participant will select the event and provides the information of the team and pays to participate in that event that will be stored in the sports participant team profile database. Sports coordinators are responsible for each sports fixtures, scores, standings and details of each game and it will be stored in the sports archive details profile database. Sports fans, players, and sports officials can access the previous sports event details via the Sports Eventor system

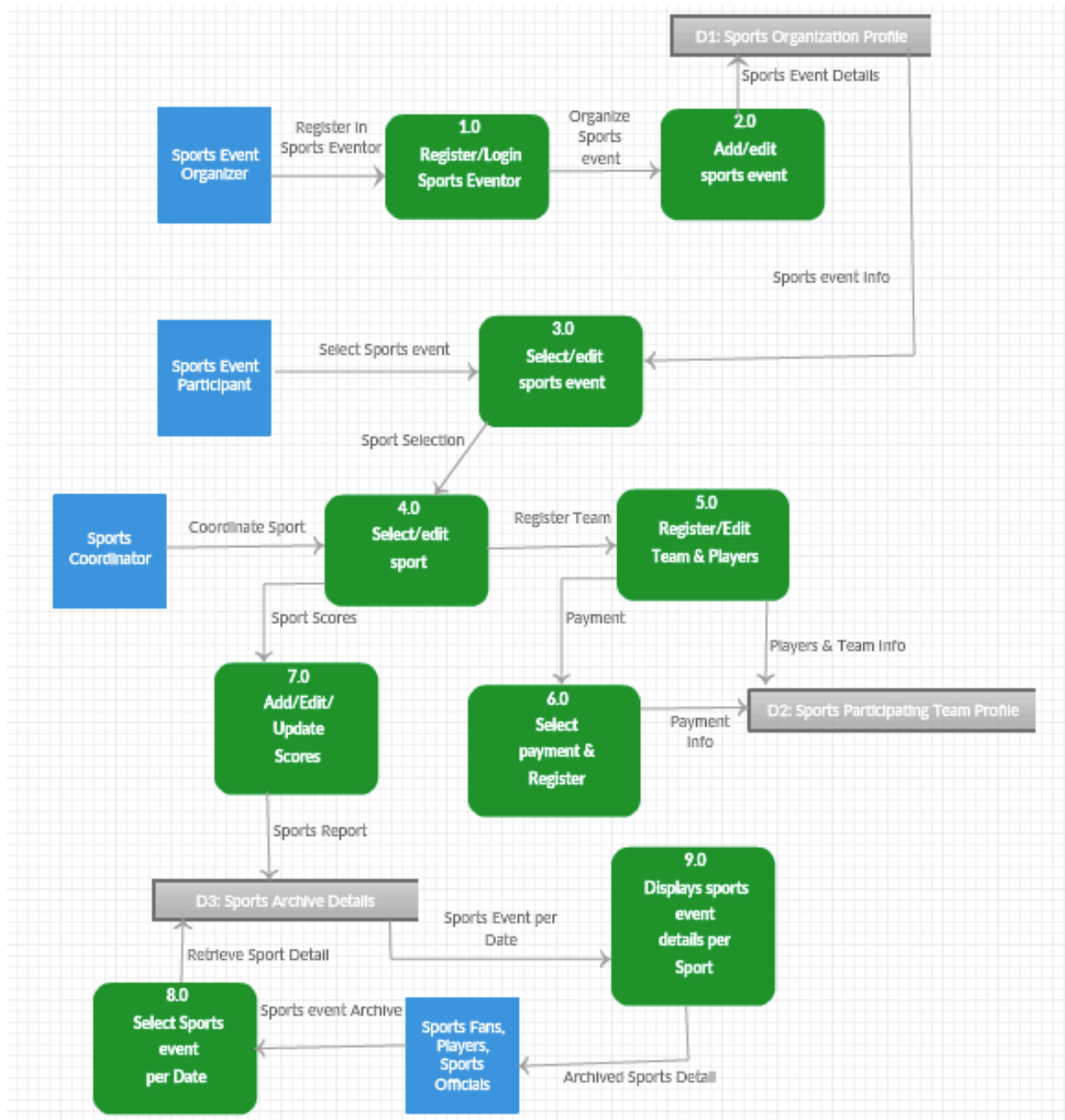


Figure 1.0: Sports Eventor System Flow Diagram

List of Use Cases

The table below shows the actors and defines the use cases per actors:

Actors	Use Cases
1. <i>Sports Event Managers</i>	1. Sports event Management
2. <i>Sports Coordinators</i>	1. Update Scores 2. Team Results/Status
3. <i>Sports Team Manager</i>	1. Team Registration 2. Select Sports 3. Information of Players 4. Payment
4. <i>Sports Fans/players/Sports Managers</i>	1. Team Results/Status

Use Case Diagrams

The use case diagram below shows the simple relation between four different actors to perform four different actions in this Sports Eventor System. Sports Event organizers' role is to register and add the sports event information. Sports Event participants' role is to register for such event and add the team information. Sports coordinators' role is to add/edit game details per each game. Sports fans and players can access the previous sports event archive.

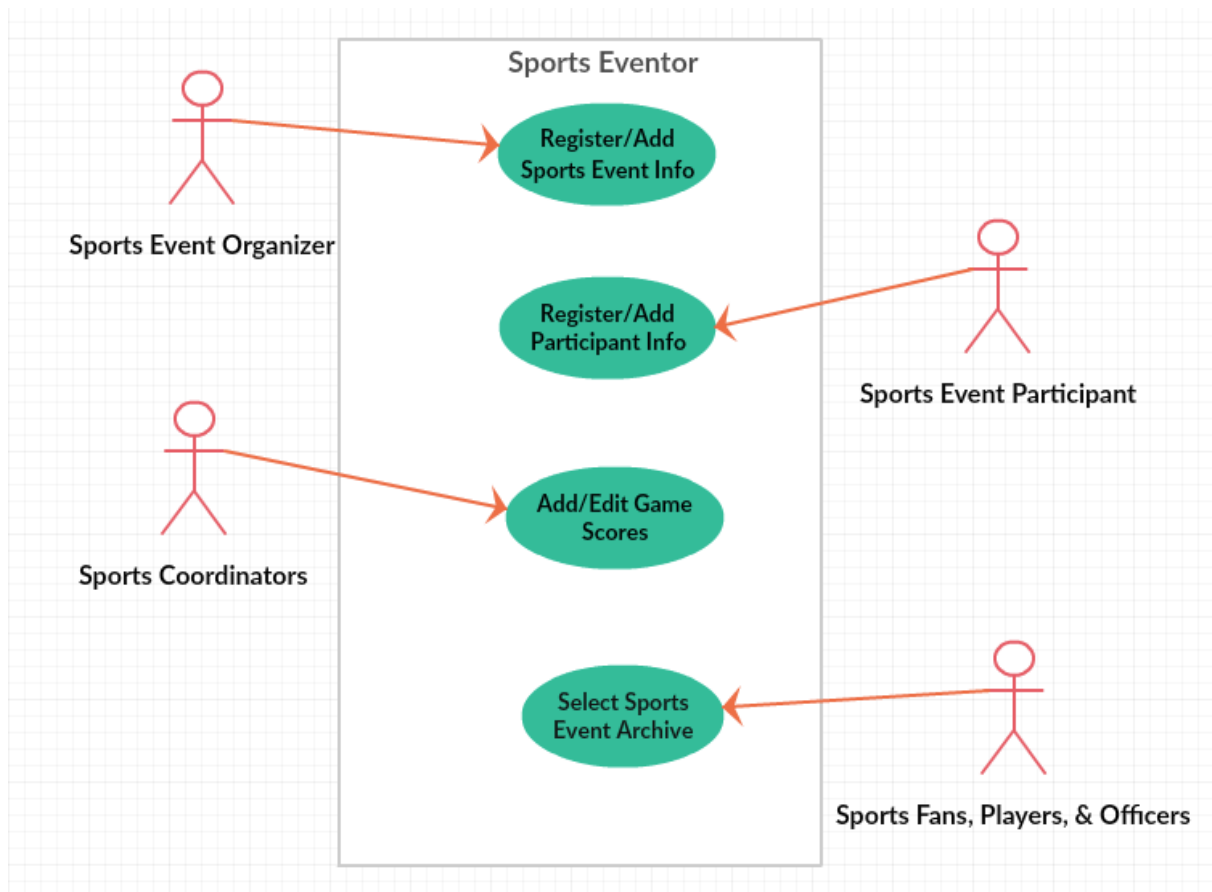


Figure 1.1: Use-case diagram for a Sports Eventor system

Conceptual Data Modeling Diagrams using Standard E-R

(Entity Relationship) notation

The Entity relationship diagram describes the relation of each entity with other entity within the system. The one to one mandatory, many to one mandatory, many to many mandatory, and optional mandatory relation between different entities in the Sports Eventor. Registration, payments, Scores has one to one mandatory relationship. Sports, Players' information, Sports archive are optional many and many to one mandatory relation with each entity in the Sports Eventor.

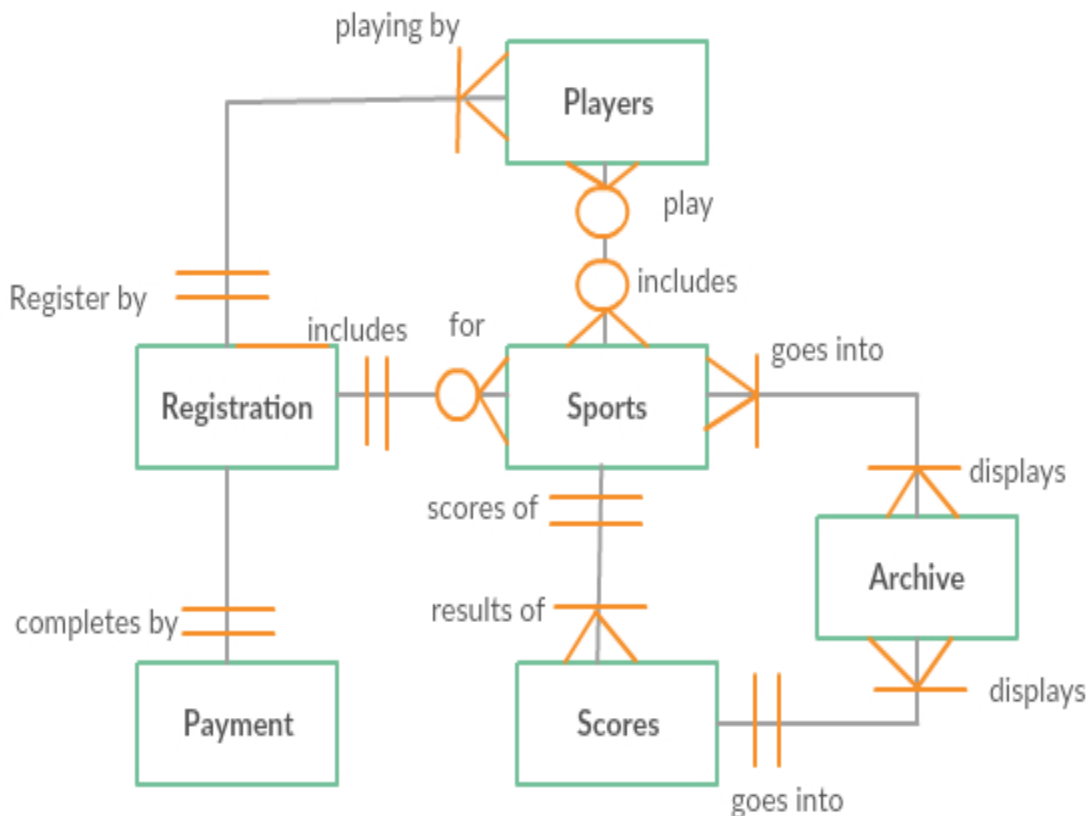


Figure 1.2: Conceptual Data Modeling Diagrams using Standard E-R (Entity Relationship) notation

System Data Table(s)

The system data tables explain the sports organization profile, sports participant team profile, archive details profile information along with source and sink with description.

1. Sports Organization Profile

SOURCE	SINK	DESCRIPTION
SPORTS EVENT ORGANIZER	SPORTS_ORG_PROFILE DATABASE	Sports Organizer uses this smartphone platform to organize events registering by providing Organization Name, Email, Location, Sports, and Start Date.

- *SPORTS_ORG_PROFILE TABLE*

Field	Type	Null	Key	Default	Extra
ORG_ID	int(11)	NO	PRI	NULL	
ORG_NAME	varchar(100)	NO		NULL	
ORG_EMAIL	varchar(100)	NO		NULL	
ORG_PASS	varchar(20)	NO		NULL	
ORG_LOCATION	varchar(100)	NO		NULL	
EVENT_START_DATE	datetime	NO		NULL	
SPORTS_CAT	int(11)	NO		NULL	

2. Sports Team Information

SOURCE	SINK	DESCRIPTION
Sports Event Participating Organization/Team	SPORTS_TEAM_PROFILE DATABASE	Sports participating Organization/Team uses this smartphone platform to choose the sports per event registering by providing Organization/team Name, Players Name, Sports, and Payment Information.

- *SPORTS_TEAM_PROFILE Table*

Field	Type	Null	Key	Default	Extra
TEAM_ID	int(11)	NO	PRI		
TEAM_NAME	varchar(100)	NO			
TEAM_EMAIL	varchar(100)	NO			
SPORTS_SELECT	int(11)	NO			
PAYMENT_METHOD	VARCHAR(100)	NO			

3. Sports Archive Details Table

SOURCE	SINK	DESCRIPTION
Sports Archive Details	SPORTS_ARCHIVE_DETAILS DATABASE	This smartphone platform will provide the sports fans, players, organization to navigate through the archive details that have details of Sports team, win/lose, location, and date.

- SPORTS_ARCHIVE_DETAILS Table

Field	Type	Null	Key	Default	Extra
DETAIL_ID	int(11)	NO	PRI		
SPORTS_NAME	varchar(100)	NO			
TEAM_NAME	varchar(100)	NO			
SPORTS_RESULT	int(11)	YES			
EVENT_VENUE	varchar(100)	NO			
EVENT_DATE	Datetime	NO			

Graphical mock-ups of all user interfaces

1. Application icon for Sports Eventor



Figure 1.3: The Sports Eventor smartphone application icon

2. Home Screen of the Sports Recorder Smartphone application

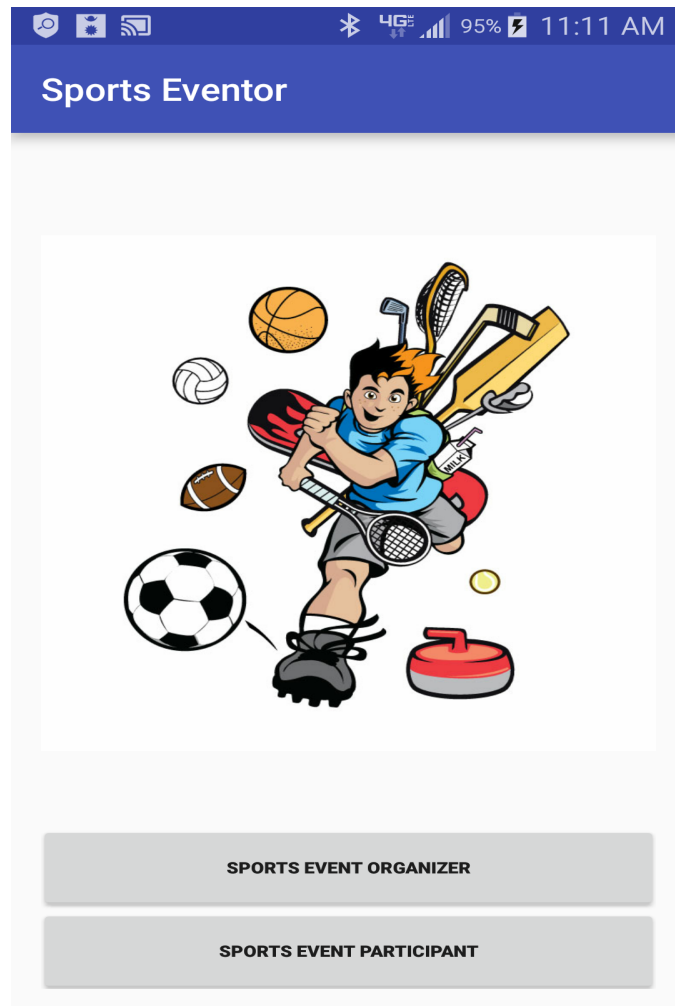


Figure 1.4: Home screen of the Sports Eventor app

3. Sports Organizer or Sports Participant Login Screen

Sports Eventor

SPORTS EVENTOR

User ID

Password

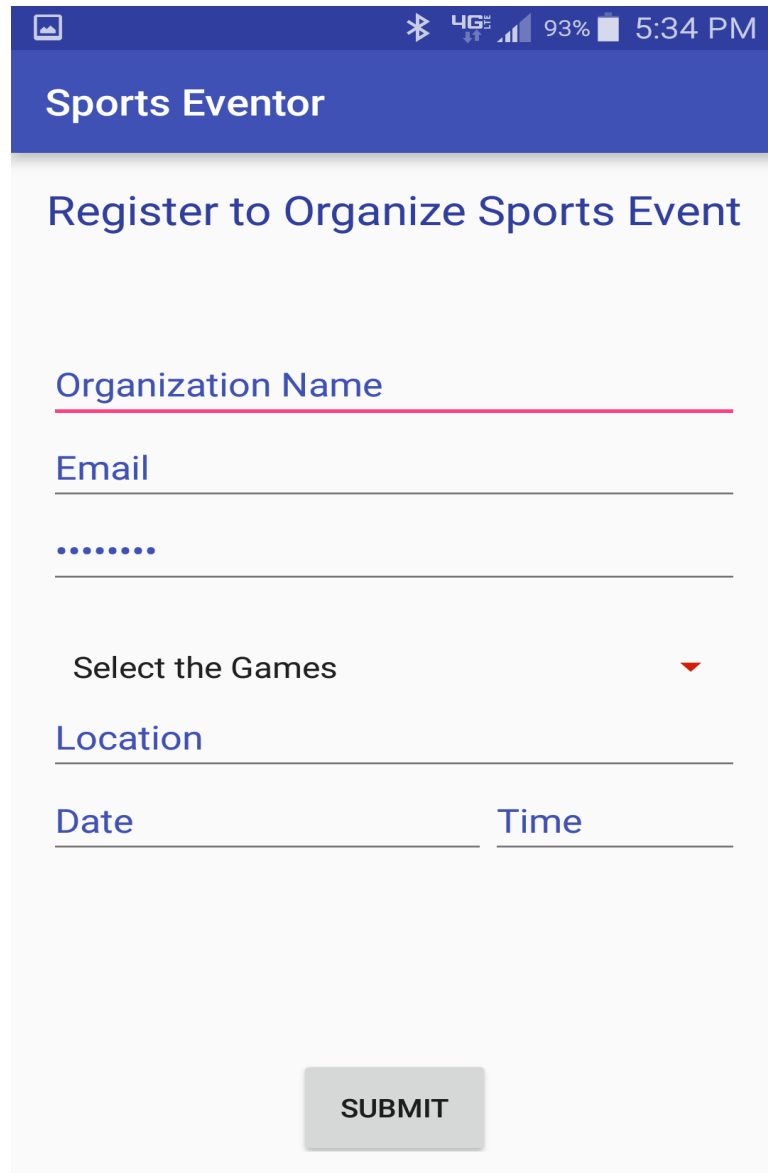
LOG IN

REGISTER

FORGOT PASSWORD?

Figure 1.5: Login Screen of the Sports Eventor app.

4. Sports Organizer Sports Event Details with Dropdown List of Sports Name.



The screenshot shows a mobile application interface for organizing sports events. At the top, a dark blue header bar contains the text "Sports Eventor" in white. Below this, the main title "Register to Organize Sports Event" is displayed in a large, bold, blue font. The registration form consists of several input fields: "Organization Name" (with a pink underline), "Email" (with a blue underline), a password field indicated by six dots (with a blue underline), "Select the Games" (a dropdown menu with a red triangle icon), "Location" (with a blue underline), "Date" (with a blue underline), and "Time" (with a blue underline). At the bottom of the form is a grey "SUBMIT" button.

Figure 1.6: The sports Event Organizer Registration Page.

5. Sports Event Participating Home Screen to Select the Sports Event that provides details of Sports Event.

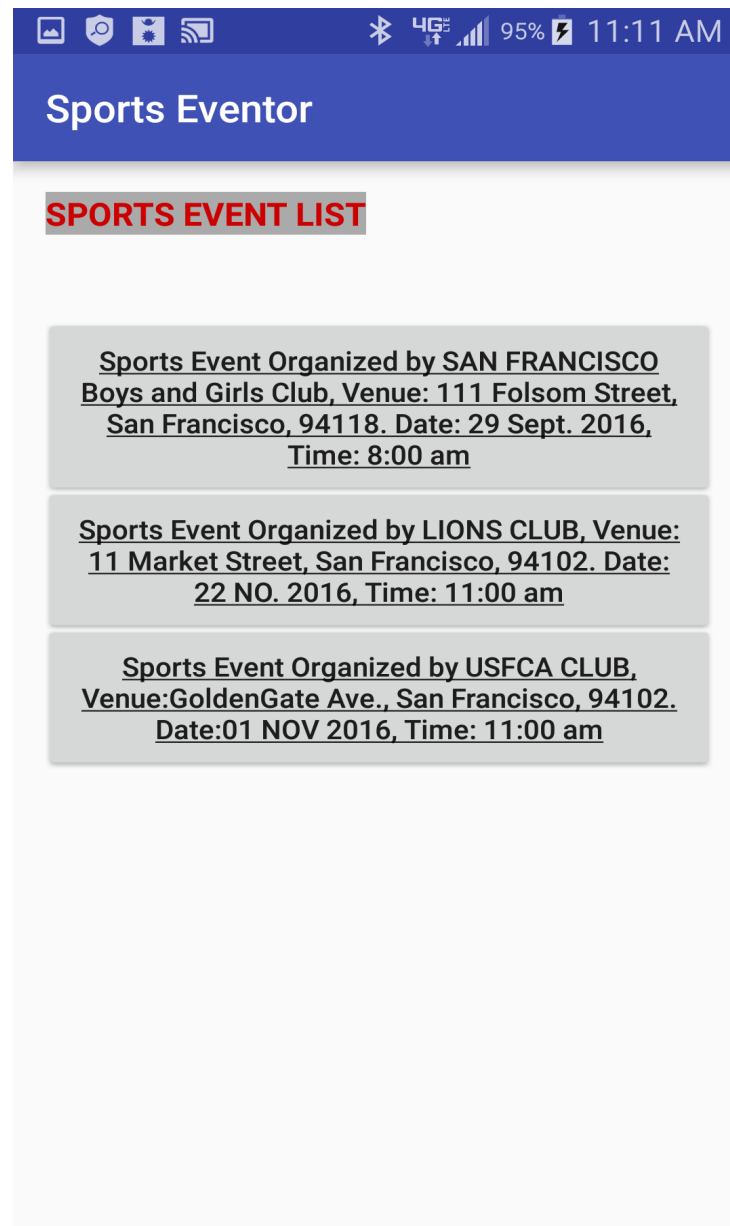


Figure 1.7: List of the Sports event in the Sports Eventor app

6. After Selecting the Sports Event to participate, participating team selects the sports per Event. Here is example of participating team selecting Tennis to participate.

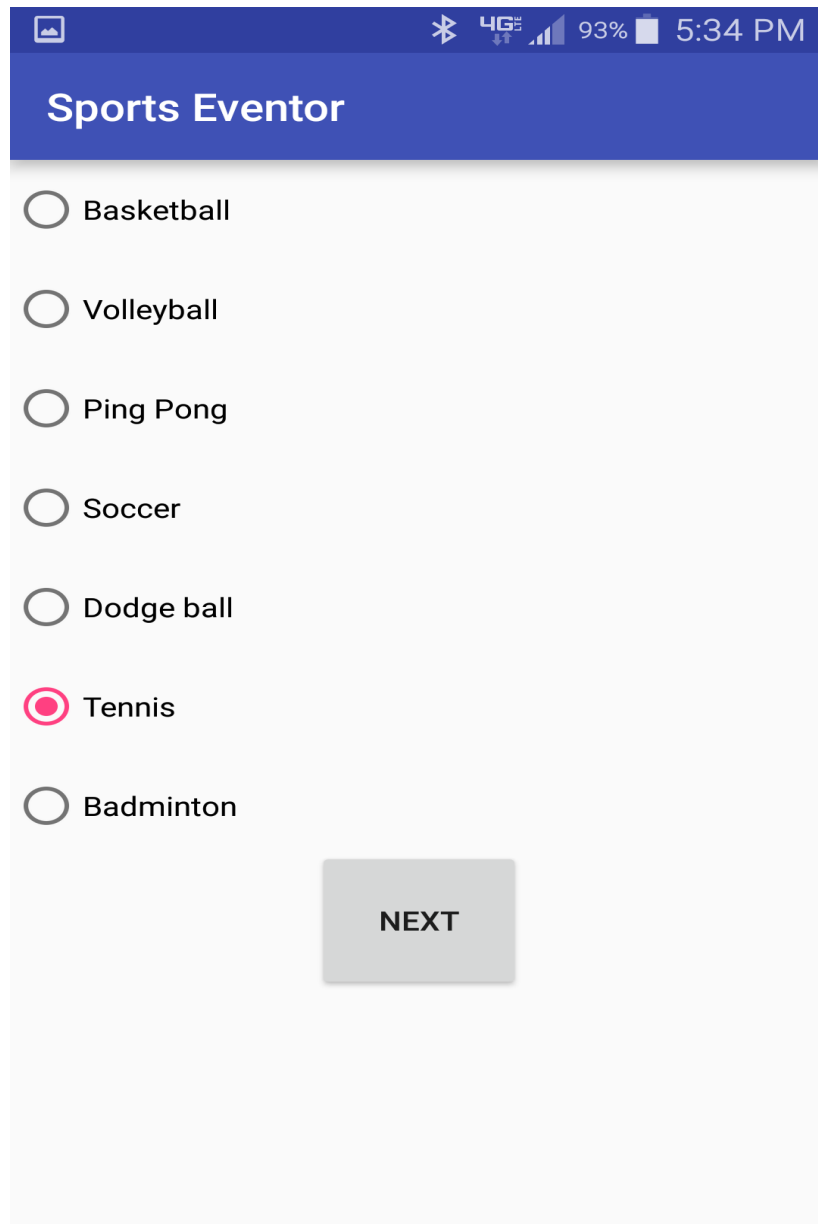
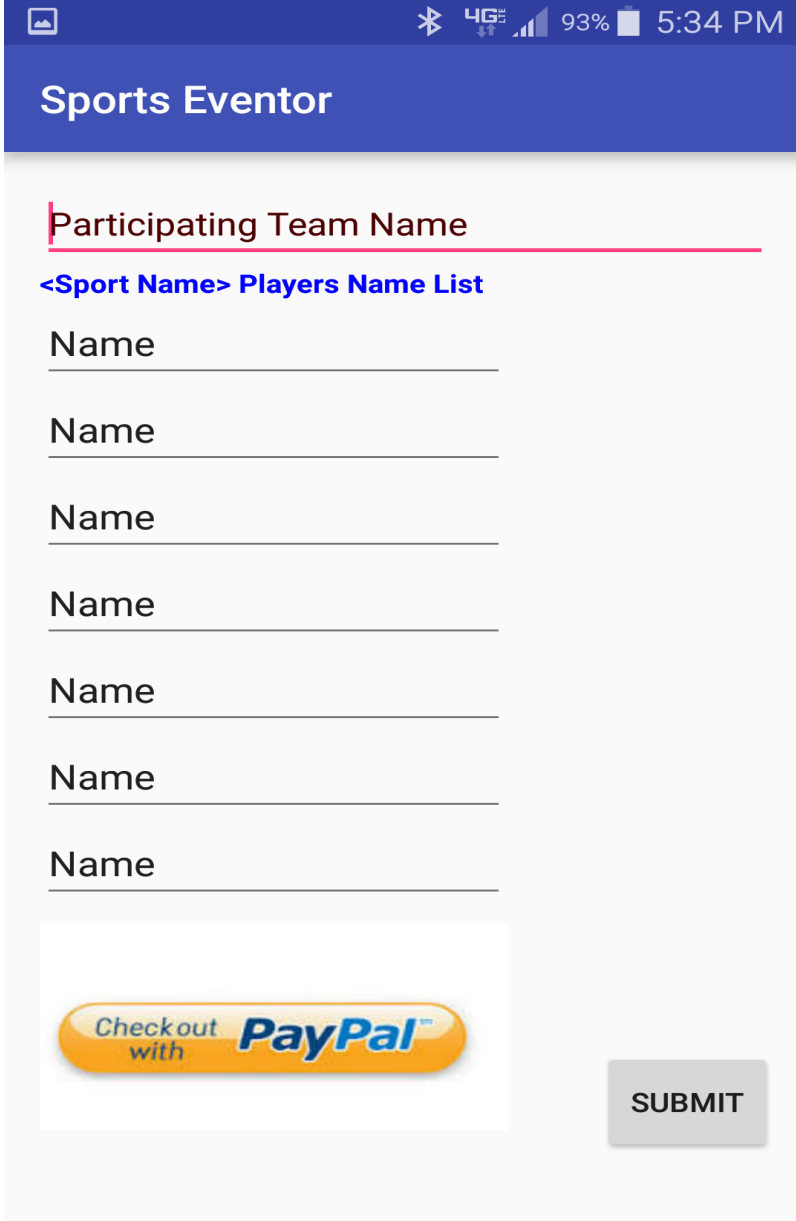


Figure 1.8: The sports event participating team game selection Screen

7. Participating team provides details of team and players participating in the selected sport and pays for participating team via PayPal.



The screenshot shows a mobile application interface for "Sports Eventor". At the top, there is a blue header bar with the app name. Below the header, the screen displays a form for entering team details. The first section is labeled "Participating Team Name" with a red underline. Below this, there is a blue link that says "<Sport Name> Players Name List". Following this link are seven text input fields, each labeled "Name". At the bottom of the form, there is a large orange button with the text "Checkout with PayPal" and a grey "SUBMIT" button to its right. The status bar at the top of the phone shows 4G connectivity, 93% battery, and the time 5:34 PM.

Figure 1.9: Sports Event participating team per Game Screen

8. Sports coordinator scores the game in the UI below per sport.

The screenshot shows a mobile application interface for 'Sports Eventor'. At the top, there is a status bar with icons for Bluetooth, 4G LTE, signal strength, 93% battery, and the time 5:34 PM. Below the status bar is a blue header with the text 'Sports Eventor'. The main content area has a red title 'Sports Scores Record' followed by a dropdown menu labeled 'Select the Games'. Below this are input fields for 'DATE' and 'TIME'. The score is displayed as 'Team A' with a score of '1' and 'Team B' with a score of '0'. At the bottom, there are three buttons: 'RESTART', 'SAVE', and 'NEW GAME'.

Figure 1.10: Screen for Sports coordinator to keep each sport details

9. This mock-up UI provides the archive details for Volleyball with details of Organizer, date, Teams and Results.

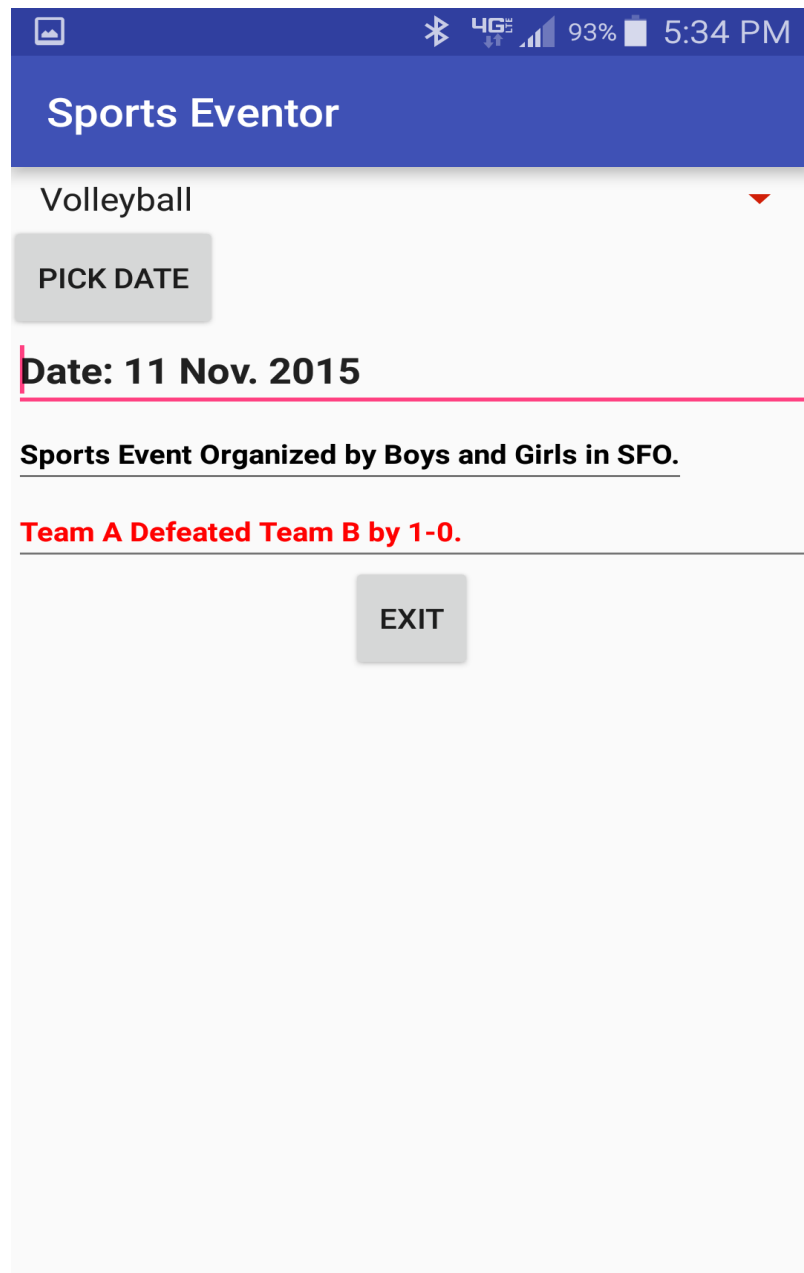


Figure 1.11: The Sports Eventor Archive Screen

List of Data Constraints/Error Conditions

The table provides the constraints and error conditions for the Sports Eventor system.

Data	Constraints/Error Conditions	Description
1.Login/Archive Details	Not available without internet connection in the device.	The device should have internet connection to have access to use this Application.
2.Records per Individual Players	Not Applicable	The System only records Games Results, Venue and date

Conclusion

This Smartphone application system will benefit the Sports Event Organizer, participants and Sports fans with easy access via Smartphones.

The Sports Eventor is a platform for Sports Event Organizer to organize a sport event in an efficient way so sports participating team and players will have easy access to participate in such sports event. For the future enhancements, each sports team fixtures, standings, each player's performance details will be integrated into the system.

Tools Used to build the Diagrams and Mock UI

- Creatly Online tool was used to build the Data flow diagram, Use case diagram, and E-R notation.
- Android Studio was used to design Mock UI for the Sports Eventor.

References:

Sean The Sports Kid (2016, September 28). Libsyn. Retrieved from <https://directory.libsyn.com/shows/view/id/57736>