

SPORTSAPP

A PROJECT REPORT

Submitted by

NAVANEETH S
VDA20MCA2042

to
the APJ Abdul Kalam Technological University
in partial fulfillment of the requirements for the award of the Degree
of
Master of Computer Applications



Department of Computer Applications
College of Engineering Vadakara
June 2022

DECLARATION

I undersigned hereby declare that the project report **SPORTSAPP**, submitted for partial fulfillment of the requirements for the award of degree of Master of Computer Applications of the APJ Abdul Kalam Technological University, Kerala, is a bonafide work done by me under the supervision of MR.Prasanth T K, Asst. Professor, Department of Computer Applications. This submission represents my ideas in my own words and where ideas or words of others have been included, I have adequately and accurately cited and referenced the original sources. I also declare that I have adhered to ethics of academic honesty and integrity and have not misrepresented or fabricated any data or idea or fact or source in my submission. I understand that any violation of the above will be a cause for disciplinary action by the institute and/or the University and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been obtained. This report has not been previously formed the basis for the award of any degree, diploma or similar title of any other University.

Place: VADAKARA

NAVANEETH S

Date: 03/06/2022

VDA20MCA2042

**DEPARTMENT OF COMPUTER APPLICATIONS
COLLEGE OF ENGINEERING VADAKARA**



CERTIFICATE

This is to certify that the report entitled **SPORTSAPP** submitted by **NAVANEETH S (VDA20MCA2042)** to the APJ Abdul Kalam Technological University in partial fulfillment of the requirements for the award of the Master of Computer Applications is a bonafide record of the project work carried out by her under my guidance and supervision. This report in any form has not been submitted to any other University or Institute for any purpose.

Internal Supervisor

Name :

Project Coordinator

Name : Ms. Fathima A

Head of Department

Name : Ms . Rajalakshmi KD

Acknowledgement

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NAVANEETH S

VDA20MCA2042

DEPARTMENT OF COMPUTER APPLICATION

COLLEGE OF ENGINEERING VADAKARA

Abstract

This is a real time app which aims to bring new sports tournament information to people. This is a platform where one can get the exact details of a Tournament. Registered members can view the upcoming Tournament information. The organizers can able to plan events and get visibility about the people joining the event. Many players are often unaware about the sports events happening in their locality. This application helps you to participate a Tournament that take place around you. Additional features like user registration, user management and real-time event notifications were delivered in the mobile front end.

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Chapter 1

INTRODUCTION

1.1 Background

SPORTSAPP is a mobile application, which aims to bring new sports tournament information to people. This is a platform where one can get the exact details of a Tournament. This application helps you to participate a Tournament that take place around you.

1.2 Objectives of the Project

SPORTSAPP is a mobile application developed Flutter as frondend and Firebase as database. This application helps you to participate a Tournament that take place around you.

The Major Objectives of System are:

1. This is a platform where one can get the exact details of a Tournament.
2. Reach of rural area Tournaments.
3. Ease of registering Tournaments.

1.3 Scope of the Project

1. The SPORTSAPP is a very user friendly application that helps the users to easily access the upcoming Sports Tournaments.
2. It is useful for getting the details of rural area Tournaments.
3. The scope of this system is that we can pay the registration fee through this application.

1.4 Scheme of the Project

- Product Owner: Navaneeth S
- Language: Dart
- Framework: Flutter
- Database Used: Firebase

1.5 Report Organization

The project report is divided into four sections. Chapter 2 describes the existing system that is the current scenario. Chapter 3 describes the methodology used for implementing the project. In methodology, sprints details are described. Chapter 4 describes overview of the project. Chapter 5 describes the Implementation tools of the project. Finally Chapter 6 gives the conclusion.

Chapter 2

LITERATURE SURVEY

2.1 Existing System

In the current scenario we get the information of the Tournament through some social media platforms. But lot of people missed many opportunities because they never get the notifications of the Tournament. Its time consuming to browse through different websites to know if a sports event has been delayed or called off.

2.2 Concept of SPORTSAPP

The proposed system SPORTSAPP is completely a solution for the drawbacks of the existing systems. Notify users with the upcoming events based on their interest of sport. Anyone can easily register the Tournament. Everyone can access the Tournament details easily and register the Tournament from anywhere. Access different kinds of Tournaments through a single platform.

2.3 Module Description

- ADMIN
 - LOGIN
 - VIEW PROFILE
 - MANAGE PROFILE
 - MANAGE NOTIFICATIO
- ORGANIZER

- LOGIN
 - POST
 - VIEW POST
 - UPDATE POST
 - VIEW NOTIFICATION
 - POST NOTIFICATION
- USER
 - LOGIN
 - VIEW POST
 - REGISTER
 - VIEW NOTIFICATION

Chapter 3

METHODOLOGY

3.1 Introduction

After the initial studies it is found that agile model of software development is suitable and is the best method for the development of this system. Agile methodology mainly focused on the client satisfaction through continuous delivery. Also it sets a minimum number of requirements and turns them in to a deliverable product. As this project has many individual requirements which can be delivered in parts and the user can gradually improve their work efficiency. Agile methodology has a family of methods of which scrum is selected for the development of this project. Scrum is process framework that has been used to manage complex product development. It is not a process or technique for building products rather it is a framework within which various processes can be employed. Also it is suitable method to support the development process.[2] It focuses on lean software development and has in building better software effectively and efficiently.

Agile is one of the most widely used and recognized software development framework. The methodology those experts agreed upon was described as ‘lightweight’ and fast. Agile is also about being the adaptive and continuous improvement, as much as it is about constant feedback and speed of delivery. “Agile is a software development approach where a self-sufficient and cross-functional team works on making continuous deliveries through iterations and evolves throughout the process by gathering feedback from the end users.”

The major rules in scrum methodology are

1. **The product owner (PO)** : Who represents the stakeholder and the business.
2. **The scrum master** : Ensures the process followed, removes obstructions, and protects the development system
3. **Development team**: Cross functional, self organizing team who actually do the actual analysis, design implementation and testing process.

They work together in iterative time boxed durations called sprints. The first step is the creation of the product backlog by the PO. It's a to-do list of stuff to be done by the scrum team. Then the scrum team selects the top priority items and tries to finish them within the time box called a sprint. An easier way to remember all of this is to memorize the 3-3-5 framework. It means that a scrum project has 3 roles, 3 artifacts, and 5 events

These are:-

1. **Roles** : Product Owner, Scrum Master, and development team.
2. **Artifacts** : Product Backlog, Sprint Backlog and Product Increment.
3. **Events**: Sprint, Sprint planning, Daily Scrum, Sprint review and Sprint retrospective.

The framework begins with a simple premise start with what can be seen or known. After that the progress is tracked and tweak as necessary. The three pillars of scrum are transparency, inspection and adaptation. In scrum everyone has a role.

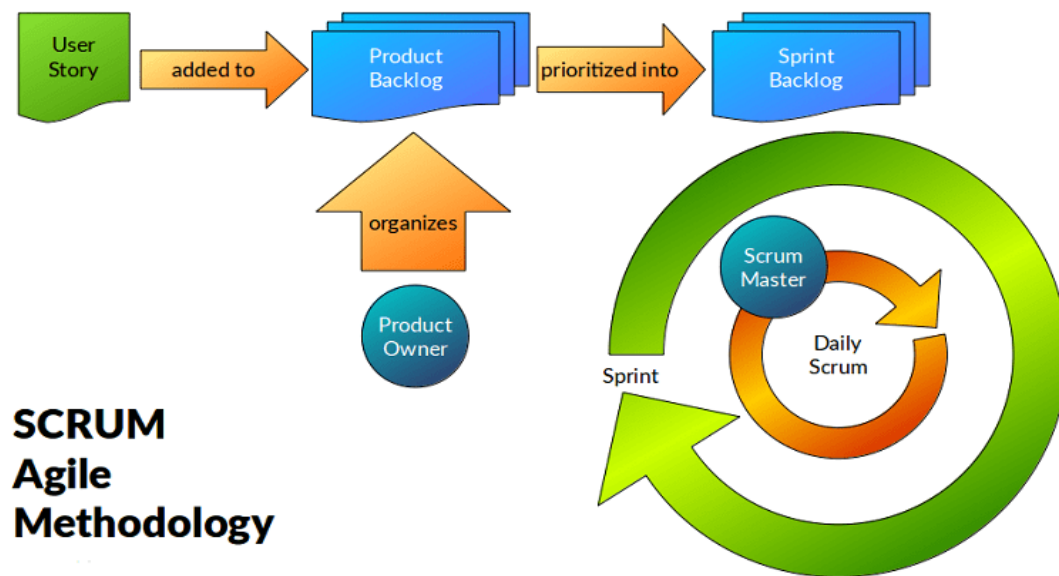


Figure 3.1: Agile methodology

The Webstrom as the IDE (Integrated Development Environment). WebStorm is a powerful and intelligent IDE that gives you the best coding assistance for JavaScript, HTML and CSS and a wide range of modern web technologies. WebStorm is perfectly equipped for complex client-side development and server-side development with Node.js. It provides smart code insight, autocompletion, refactoring features, on-the-fly error prevention, and much more. Together with support for the popular frameworks such as AngularJS and Meteor and integrated instruments for testing, debugging and code analysis and integration with various VCS, WebStorm enhances your productivity and takes your development experience to a whole new level.

The Git is used as the version control system for this project. Version control is a system that records changes to a file or set of files over time so that a specific versions can be recalled later. Version control systems are a category of software tools that help a software team for managing changes to source code over time. Version control software keeps track of every modification to the code in a special kind of database. If a mistake is made, developers can turn back the clock and compare earlier versions of the code to help fix the mistake while minimizing disruption to all team members.

3.2 User Story

A key component of agile software development is putting people first, and user-stories put actual end users at the center of the conversation. Stories use non-technical language to provide context for the development team and their efforts. After reading a user story, the team knows why they are building what they're building and what value it creates. A user story is a tool used in agile software development to capture a description of a software feature from an end-user perspective. The user story describes the type of user, what they want and why. A user story helps to create a simplified description of a requirement. User stories are one of the core components of an agile program. They help provide a user-focused framework for daily work — which drives collaboration, creativity, and a better product overall. The user story of system is given in Table

3.3 Sprint

A sprint is a short, time-boxed period when a scrum team works to complete a set amount of work. Sprints are at the very heart of scrum and agile methodologies, and getting sprints right will help your agile team ship better software with fewer headaches.

Milestones	Completion Date
User Stories Collection	28/12/2021
Product Backlog	20/01/2022
High level Sprint Planning	35/01/2022
UI and Database Design	10/02/2022
Sprint 1	12/02/2022
Sprint 2	17/02/2022
Sprint 3	14/02/2022
Sprint 4	28/02/2022
Sprint 5	10/03/2022
Sprint 6	13/03/2022

Table 3.2: Major Milestones

Chapter 4

SPORTSAPP

4.1 Overview

SPORTSAPP is a mobile application. which aims to bring new sports tournament information to people. This is a platform where one can get the exact details of a Tournament. This application helps you to participate a Tournament that take place around you.

1.User/Client

This is the client portal for this application

- User Registration
- Login
- View Post
- Tournament Register
- View Notification

Chapter 5

IMPLEMENTATION

5.1 Implementation of the project

In this SPORTSAPP, Flutter framework in front end and Firebase as the database.

5.2 FLUTTER

Flutter is a free and open-source mobile UI framework created by Google and released in May 2017. In a few words, it allows you to create a native mobile application with only one codebase. This means that you can use one programming language and one codebase to create two different apps (for iOS and Android). To develop with Flutter, you will use a programming language called Dart. The language was created by Google in October 2011, but it has improved a lot over these past years.

Dart focuses on front-end development, and you can use it to create mobile and web applications.

Flutter consists of two important parts:

- An SDK (Software Development Kit): A collection of tools that are going to help you develop your applications. This includes tools to compile your code into native machine code (code for iOS and Android).
- A Framework (UI Library based on widgets): A collection of reusable UI elements (buttons, text inputs, sliders, and so on) that you can personalize for your own needs.

5.3 Firebase

Firebase is a platform developed by Google for creating mobile and web applications. Firebase provides tools for tracking analytics, reporting and fixing app crashes, creating marketing and product experiment. The Firebase Realtime Database lets you build rich, collaborative applications by allowing secure access to the database directly from client-side code. Data is persisted locally, and even while offline, realtime events continue to fire, giving the end user a responsive experience.

5.4 Git

Git is a free and open source distributed version control system designed to handle every- thing from small to very large projects with speed and efficiency.

Chapter 6

RESULTS AND CONCLUSION

6.1 Conclusion

The **SPORTSAPP** is developed using Flutter. proposed system can be accessed from any where using the mobile application. This project **SPORTSAPP** has been selected and developed by keeping in mind the various drawbacks of the existing systems. The requirements have been collected and based on such details, maximum effort has been made to meet all possible needs. Within the schedule and timeline, the project is completed and implemented successfully. **SPORTSAPP** is a mobile based system. This is a real time app which aims to bring new sports tournament information to people. This is a platform where one can get the exact details of a Tournament.

All the features of the proposed system described so far are integrated into the application without any negligence. As we do not need any new resources to run the system, it is economically feasible. Maintenance is easy and requires no further cost. Further enhancement is also possible according to the requirements of the users. Hence the system is developed successfully and is in proper function according to our goals and criteria.

6.2 Future Enhancement

It is not possible to develop a system that meets all the requirements of the user. Users requirements keep changing as the system is being used. Some of the future enhancement that can be done to this system are:

- Ticket Booking
- Live Score

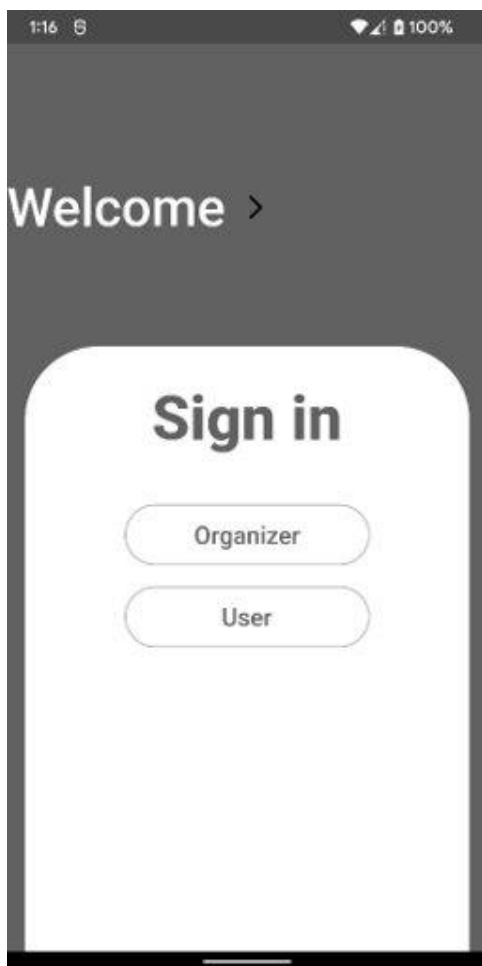
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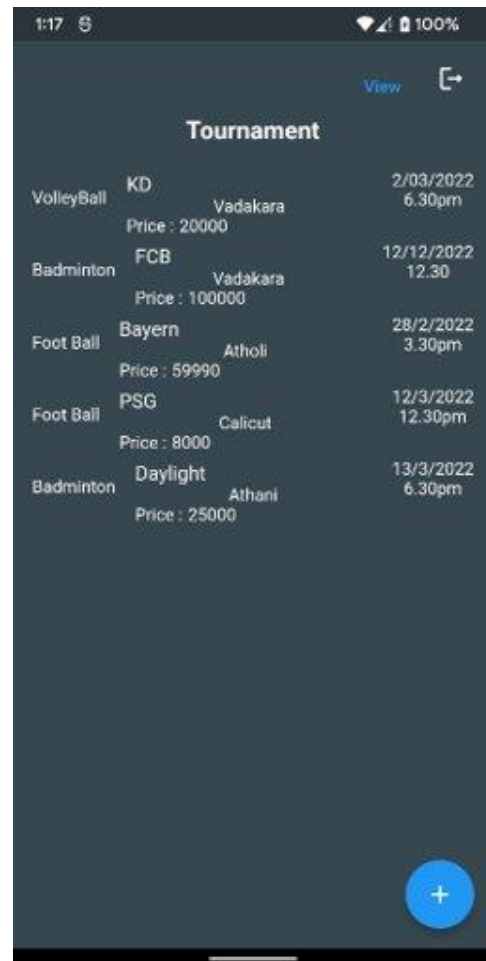
- [1] `https://www.wikipedia.org`
- [2] `http://www.codeproject.com/Articles/704600/An-Introduction\
to-agile-methodology`
- [3] `https://en.wikipedia.org/wiki/Git`
- [4] `https://en.wikipedia.org/wiki/flutter`

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Appendix A

Screen Shots





1:21 100%

<

Add Tournament

Organization Name

Foot Ball

Place

Date

Time







Cash Price

Submit

1:17 100%

<

Registered Team

	AKD Balussery Players :11	8954678840
	Sunrisers Kochi Players :11	8745369804
	Liverpool UK Players :11	9567153286
	Five Star Kallayi Players :11	8907564328
	Royals Athani Players :11	7945372904
	United Atholi Players :11	9567563286

Tournament			
VolleyBall	KD	2/03/2022	
	Vadakara	6.30pm	
	Price : 20000		
Badminton	FCB	12/12/2022	
	Vadakara	12.30	
	Price : 100000		
Foot Ball	Bayern	28/2/2022	
	Atholi	3.30pm	
	Price : 59990		
Foot Ball	PSG	12/3/2022	
	Calicut	12.30pm	
	Price : 8000		
Badminton	Daylight	13/3/2022	
	Athani	6.30pm	
	Price : 25000		

Register Tournament

Team Name

Place

Team Members

Mobile

Submit

