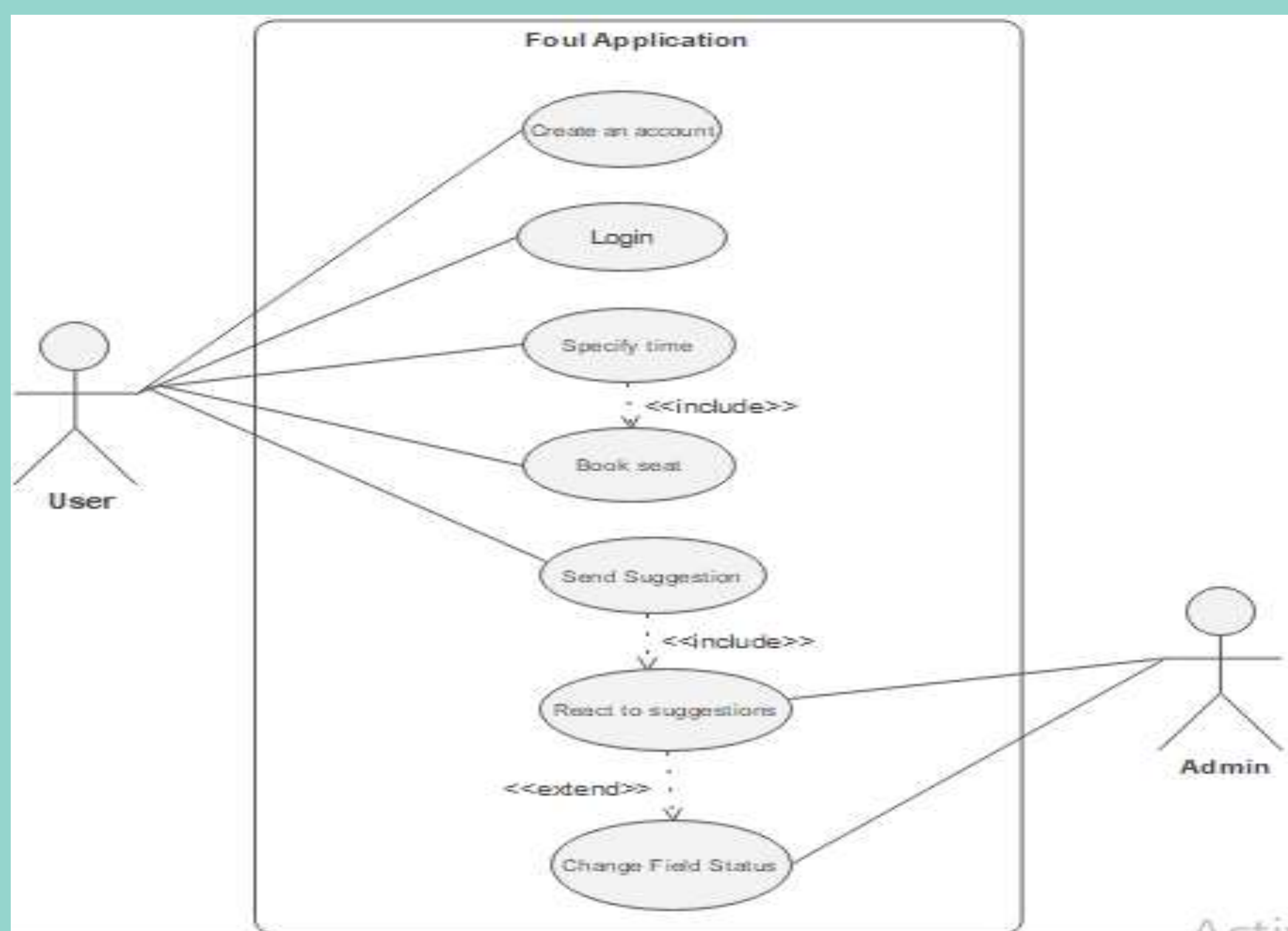# Foul Application

Nwara Aljoufi; Yomna Alagily and Bedour Alsaiari
Supervisor: Dr.Hend Afia
College of Computer and Information Sciences, Information Management Dept.

Acknowledgements

First and foremost, We would like to present our deepest gratitude to Almighty ALLAH for bounties and blessings for giving us the ability to finish this project. Then, we would like to express our special thanks to T.Sarah Aleid and our supervisor Dr.Hend for her time and efforts she provided throughout the year. To our families; our parents; brothers and sisters for their unlimited support and encouragement to keep us going.
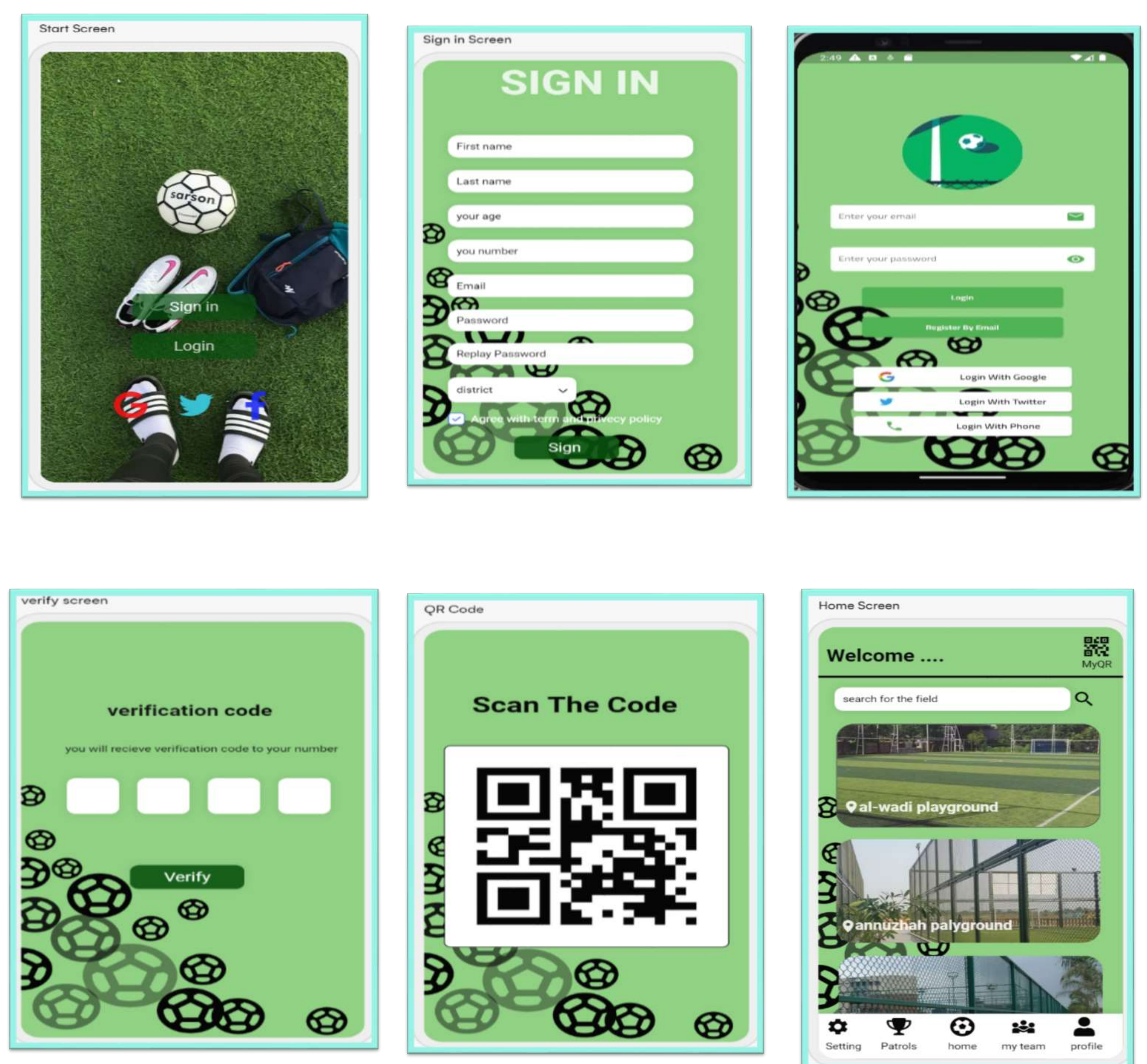

Objectives

➢ Insure the application compatibility with all operating systems.
➢ To develop a user-friendly interface for the app that allows users to easily navigate and book football pitches and facilities.
➢ To provide a customer service system that is available 24/7 to address any queries or complaints.
➢ To create a platform for football clubs and facilities to advertise their services and attract more customers.
➢ To provide a range of features and functions to make the booking process easier and more efficient.
➢ To ensure that all bookings are secure, and that user data is protected.
➢ To continuously monitor and improve the app to provide the best user experience.
➢ To help make the match that will be played in the dialogues organized and enjoyable
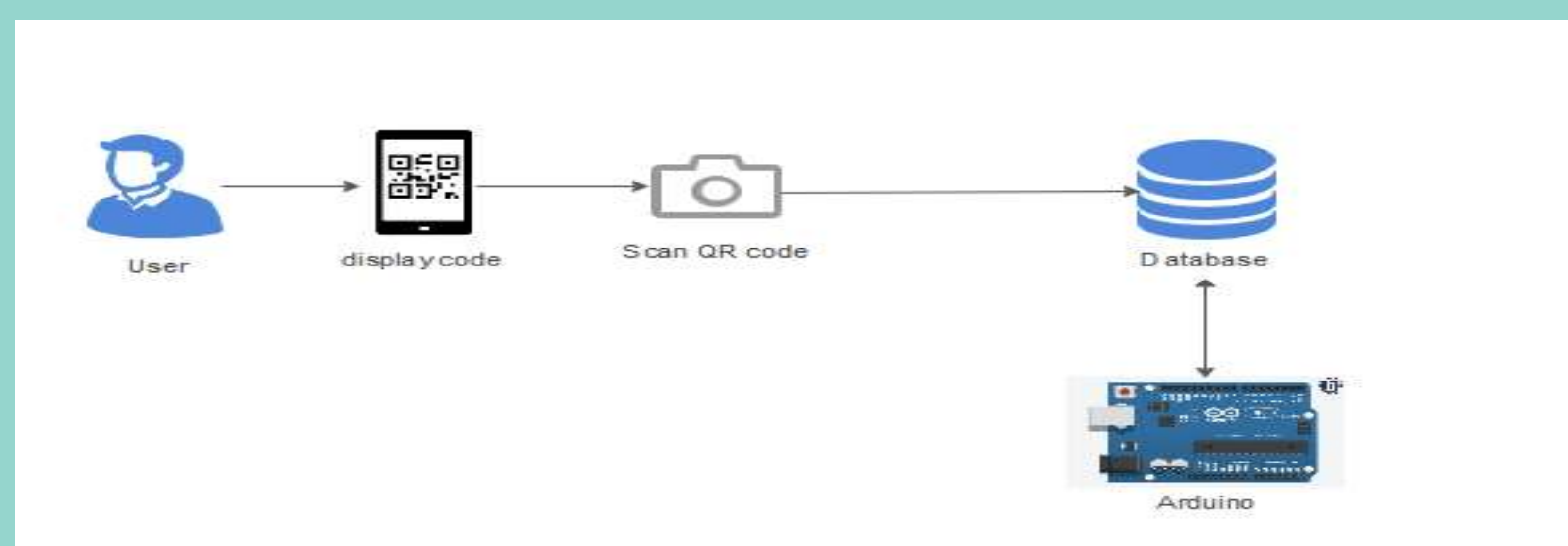
Abstract

Technology has reached unprecedented levels in terms of speed, minimize effort and the ever-increasing number of users, Also technology can be exploited to improve lives in multiple ways. Our project is a mobile application which links football enthusiasts to the nearby facilities, providing an easiest way to practice football. The users can find a clear list and grid view of hours to schedule their booking and can view field availability and map location details. after the user get booked successfully he can easily go to the desired field and scanning the QR code to verify the user was the same as the one who made the reservation, after verified the authentication and authorization the Arduino will trigger a LED green light that indicate approval and user can access the field and play the match.

Results

Conclusion

In our project Foul Application, the intention was to solve the problem that caused with football practitioners when they decide to play a game in their free time by achieving the planned objective. Therefore, the main aim of this project is to present a service that helps those people for searching and booking an available spot by using a mobile application before they go to the specific field and waste their time and effort.

References

[1] S.Tiwari,"An Introduction to QR Code Technology" in 2016 *"International Conference in Information Technology"*.
[2] A.Nayyar and V.Puri "A review of Arduino board's ,Lilypad's Arduino Sheilds" in 2016 3rd *International Conference on Computing for Sustainable Global Development,PP.39-44.*
[3] Takaaki Hosoda " Sport Field Reservation Based On Mobile Application" in 2020 *Decision Science Department Advanced Institute of Industrial Technology.*