

Project Scope-SportConnect

1. Project Overview

SportConnect is a social networking platform that connects sports enthusiasts for shared activities, focusing exclusively on **Basketball, Soccer, Tennis, Dodgeball, and Hockey**. By leveraging technology and social networking principles, the platform enables users to **find, invite, and engage** with like-minded individuals for various sports activities while incorporating a **player ranking system** to track proficiency.

2. Objectives

- Develop a **web-based platform** using **PHP** that allows users to connect and schedule sporting activities.
- Ensure **secure user authentication** and **data management** for personalized experiences.
- Build a **scalable and efficient backend** to handle growing user interactions.
- Implement **data tracking** for sports activities and a **ranking system** to enhance engagement.
- Deliver a **functional prototype** within **4 weeks**.

3. Key Features

Core Functionalities

1. User Registration & Profiles

- Secure **sign-up/login** system (PHP & MySQL)
- User profile customization (sports interests, skill level, location)
- **Player Ranking System** to track and display proficiency in each sport

2. Activity Discovery & Invitations

- **Search & filter** sports activities based on preferences
- Users can **create, invite, and RSVP** for events

3. Community & Engagement

- **Messaging system** for communication
- **Rating & review** system for participants and player ranking

4. Sports Tracking & Data Analytics

- Users can **log activities** and track performance
- **Player rankings** will update based on event participation and peer ratings

5. Security & Data Privacy

- User **authentication and authorization** (PHP Sessions & JWT)
- Secure storage and encryption of user data

4. IT Disciplines Covered

Students must select at least **three** of the following areas:

- **Backend Development** (PHP & MySQL for data handling)
- **Frontend Development** (HTML, CSS, JavaScript)
- **Database Management** (MySQL for user profiles, rankings & event tracking)
- **UI/UX Design** (User-friendly interface)
- **Infrastructure & Deployment** (Hosting on VMWare or Apache)
- **Data Analytics** (Tracking sports activity trends and ranking updates)

5. Deliverables

- **Functional prototype** of SportConnect
- **Project plan** with defined milestones
- **Portfolio** documenting development stages (Analysis, Design, Implementation)
- **Demo/Presentation** showcasing platform features

6. Constraints






- **Timeframe:** 4 weeks
- **Minimum IT Topics Covered:** 3
- **Hosting & Deployment:** Net Lab (VMWare, Apache Server)
- **Technology Stack:**
 - **Frontend:** HTML, CSS, JavaScript
 - **Backend:** PHP
 - **Database:** MySQL
 - **Dev Tools:** VS Code, Apache Server

7. Success Criteria

- A **working PHP-based prototype** with **user registration, activity invitations, player rankings, and engagement features**.
- A **secure and scalable** backend using **PHP & MySQL**.
- A user-friendly interface with **intuitive navigation**.
- Comprehensive documentation and presentation of the project.

8. Project Timeline (4 Weeks)

Detailed Project Plan (1-Week Sprints)

Week	Tasks	Subtasks	Deliverables
Week 1: Planning & Initial Development (March 13 - March 19)	✅ Define project requirements	- Identify core features (profiles, events, invitations, ranking system) - Define user roles and permissions (organizers, participants) - Plan data structure and relationships	 Project Requirements Document
	✅ Set up development environment	- Install and configure PHP, MySQL, Apache (WampServer)	⚙️ Initial setup
	✅ Database design	- Create user table (ID, name, email, password, sports interests, ranking) - Create events table (ID, title, date, location, organizer) - Design invitations & RSVPs table (event ID, user ID, status)	 Database schema (ERD & SQL script)
	✅ Basic UI wireframing (Figma)	- Design wireframes for Login, Registration, Event Creation, Player Ranking System pages - Review and refine UI components	 UI Wireframes (Sketch)
	✅ Implement user authentication	- Develop registration and login system (PHP, MySQL) - Implement password hashing - Create session management (PHP sessions & cookies)	 Basic authentication system (working login/signup)
Week 2: Core Features Implementation (March 20 - March 26)	✅ Develop user profile & ranking system	- Create profile page with sports interests, location, ranking system - Allow users to update profile details - Implement peer-	 User profile & ranking system

Week	Tasks	Subtasks	Deliverables
		based ranking & automated ranking updates	
	✅ Implement event creation & invitations	- Develop event creation form (title, date, location, sport type) - Store event details in database - Allow users to invite others to events	🎉 Event creation & invitation system
	✅ Develop RSVP system for activities	- Users can accept/decline event invitations - Display attendee list for each event - Update RSVP status in database	📅 RSVP feature (confirmed attendees tracking)
Week 3: Community & Engagement Features (March 27 - April 2)	✅ Implement messaging system	- Users can send messages to other users - Store messages in the database - Display chat history per event	💬 messaging feature**
	✅ Develop review & rating system	- Users can leave reviews & ratings for events - Users can rate players after events - Store ratings and calculate averages	★ Review & player ranking system
Week 4: Testing, Deployment & Presentation (April 3 - April 10)	✅ Perform unit & integration testing	- Write test cases for authentication, events, messaging - Perform manual and automated testing	🔧 Test reports & bug fixes
	✅ Deploy prototype to Net Lab (VMWare)	- Set up server environment on Net Lab - Deploy PHP & MySQL application	🚀 Live prototype (hosted on Net Lab)
	✅ Prepare project documentation	- Write final report, documentation, and user guide - Document database schema and app structure	📖 Complete project documentation

