■ Sports Events Made Easy

■ About the Project

Our mission is to simplify the organization of sports events for everyone.

We developed a Sports Management System that helps users create, manage, and track sports events while handling essential tasks like:

- Event creation
- Player/team registration
- Invitations
- Rewards distribution

With this system, anyone can organize a sports event — from small football tournaments to large city marathons — without facing the typical hardships of event management.

■ Project Goals

- Save time for event organizers
- Provide a simple and intuitive platform
- Support both small-scale and large-scale events
- Ensure smooth communication with participants

■■ Features

- User Registration & Login
- Event Creation (Football, Cricket, Running, etc.)
- Admin Dashboard to manage players, teams, and events
- Reward & Score Management
- Invitation system for participants

■ Tech Stack

- Backend: Python (Flask)
- Frontend: HTML, CSS, JavaScript
- Database: SQLite (for demo, can be upgraded to MySQL/PostgreSQL)
- Tools: VS Code, Git, Postman (for API testing)

■ Installation & Setup

1. Clone the repository:

git clone https://github.com/your-repo/sports-management-system.git cd sports-management-system

2. Create and activate virtual environment:

python -m venv .venv .venv\Scripts\activate # On Windows source .venv/bin/activate # On Linux/Mac

3. Install dependencies:

pip install flask

4. Run the application:

python app.py

5. Open in browser:

http://127.0.0.1:5000/

■ Usage

- Visit the Home Page for system overview
- Use the Register Page to add new users
- Log in as Admin to manage events, teams, and players

- Create and track sports events easily

■■■ Team – CityRunning Project

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■ Future Enhancements

- Mobile app version
- Online payment integration for event registration
- Real-time event tracking with GPS
- Automated ranking & statistics dashboard