Department of Information Technology
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2021-2022

A
Micro Project Report
On

E-SPORT MANAGEMENT SYSTEM

Submitted By

Name of students	Enrolment no
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Harshada Dhamale	2010510355
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Omkar Ghodekar	2010510359

Under the Guidance of

Mrs. Fafat P.C.

Dept. Information Technology

A

Micro-Project Report

On

Submitted in partial fulfilment of the requirements

"E-SPORT MANAGEMENT SYSTEM"

For the award of the course of

Diploma of Engineering

In

Information technology

By

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Under the guidance of

....   ……………..   ……………

Mrs. P.C.Fafat   **Dr. D.N. Rewadkar**   **DR. D. R.Nandanwar**

Guide   **HOD**   **Principal**

Place: …………..
Date: …………...

Part – A Micro-Project Proposal

Title of Micro-Project: E-Sport Management System

1.0   Aim/Benefit:-

Managing an E-sport is a tedious task and ERP software through its E-sport management system is a dynamic as well as practical approach as it helps the management to completely administer the boarding functionalities. It allows easily managing and controlling the various aspect such as an E-Sport application, allotment of Gamer's Environment, Developer, PC requirements and correspond and discipline.

ERP software in fact has become a boon for collage as well as university's Authorities as it has simplified there are task by relieving them from the cumbersome and time consuming procedure involved. The E-Sport module has been endowed with the features such as creating blocks and sport with details, automatically generating the list of non-paid sports, predefined the fees for tournaments, facilities charge fine playing hack related information by generating a token ID to gamers, setting features for tournaments, keeping record of tournaments, maintain complaint ID's. It has proved to immensely benefiting while allocating ID block also.

2.0   Course Outcomes Addressed
   a) Select suitable software process model for software development.
   b) Prepare Software requirement specification.
   c) Use software modelling to create data designs.
   d) Estimate size and cost of software product.
   e) Apply project management and quality assurance principles in software development.

3.0   Proposed Methodology

For the past few years the no. of gamer are increasing rapidly. Thereby the number of E-Sport are also increasing rapidly for the accommodation of the gamer's playing in this platform. And hence there is a lot of strain of the person who are running the E-Sport and software's are not usually used in this context. This particular project deals with the problems on managing a E-Sport and avoids the problem which occur when carried manually identification of the drawback of the existing system leads to the designing of computerised system that will be compatible to the existing system with the system which is more user friendly and more GUI oriented. We can improve the efficiency of the system, thus overcome the drawback of the existing system.

4.0 Action Plan

S. No.	Details of activity	Planned Start date	Planned Finish date	Name of Responsible Team Members
1	Topic Selection			Sanchit Dongre
2	Abstract			Omkar Ghodekar
3	Mini Project Proposal			Sagar Ganeshkar
4	Topic Finalization			Priyanka Davhare
5	Details literature review			Atharv Gade
6	Testing and Debugging			Harshada Dhamale
7	Report Documentation			Sanchit Dongre
8	Project Finalization			Atharv Gade

5.0 Resources Required

S. No.	Name of Resource/material	Specifications	Qty	Remarks
1	Laptop system	Windows 7/Above	1	
2	Software	Enterprises	1	

Names of Team Members with Roll Nos.

Names of Team Members	Roll Nos.
Priyanka Davhare	21IF207
Harshada Dhamale	21IF208
Sanchit Dongre	21IF209
Atharv Gade	21IF210
Sagar Ganeshkar	21IF211
Omkar Ghodekar	21IF212

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Part – B Micro-Project <u>Report</u>

E-Sport Management System

1.0   Rationale

The main importance of the Software Engineering project on   **E-Sport** management system is to manage the details of E-Sport, Non-paid games, highly rated games, high graphics games. It manages all the information about E-Sport, Payment, Rent, E-Sport. The project is totally built at administrative end and thus only the administrator is guaranteed the access. The purpose of the project is to build an application program to reduce the manual work for managing the E-Sport, Gamer ID, Payments and ID block. It tracks all the details about the E-sport Industry.

2.0   Aim: E-Sport Management system

Benefits of the Micro-Project:

- E-Sport management simplified
- ID block allocation made easy.
- Complete mess management.
- Disciplinary log maintenance
- Setting up fees as per the facilities in the E-Sport.
- E-Sport and mess fee integrated with fees management module for automated fee calculation.
- Provision for E-Sport for E-Sport vacating/ change management.
- Final account details.
- Daily update to gamers on E-Sport attendance.

3.0   Course Outcomes Addressed

a) Select suitable software process model for software development.
b) Prepare Software requirement specification.
c) Use software modelling to create data designs.
d) Estimate size and cost of software product.
e) Apply project management and quality assurance principles in software development.

4.0   Literature Review

| Books Name	Author Name	Publication
Software Engineering: A practitioner's approach	Pressman, Roger S.	McGraw Hill Higher Education, New Delhi.
Software Engineering Concepts	Fairly, Richard	McGraw Hill Education New Delhi.
Software Engineering: Principles and practices	Jain, Deepak	Oxford University Press, New Delhi.

5.0   Actual Methodology Followed.

First we have selected the micro-project then we gather information of that micro-project after that we distributed project topics first topic selection and topic name is E-Sport management system by using some books we implement the classes and object then we implement file operation and implementation of some function after some interval we debugged the program and create the E-R diagram for E-Sport management system after that we run the program on computer system and our output we perform successfully and our final program is ready.
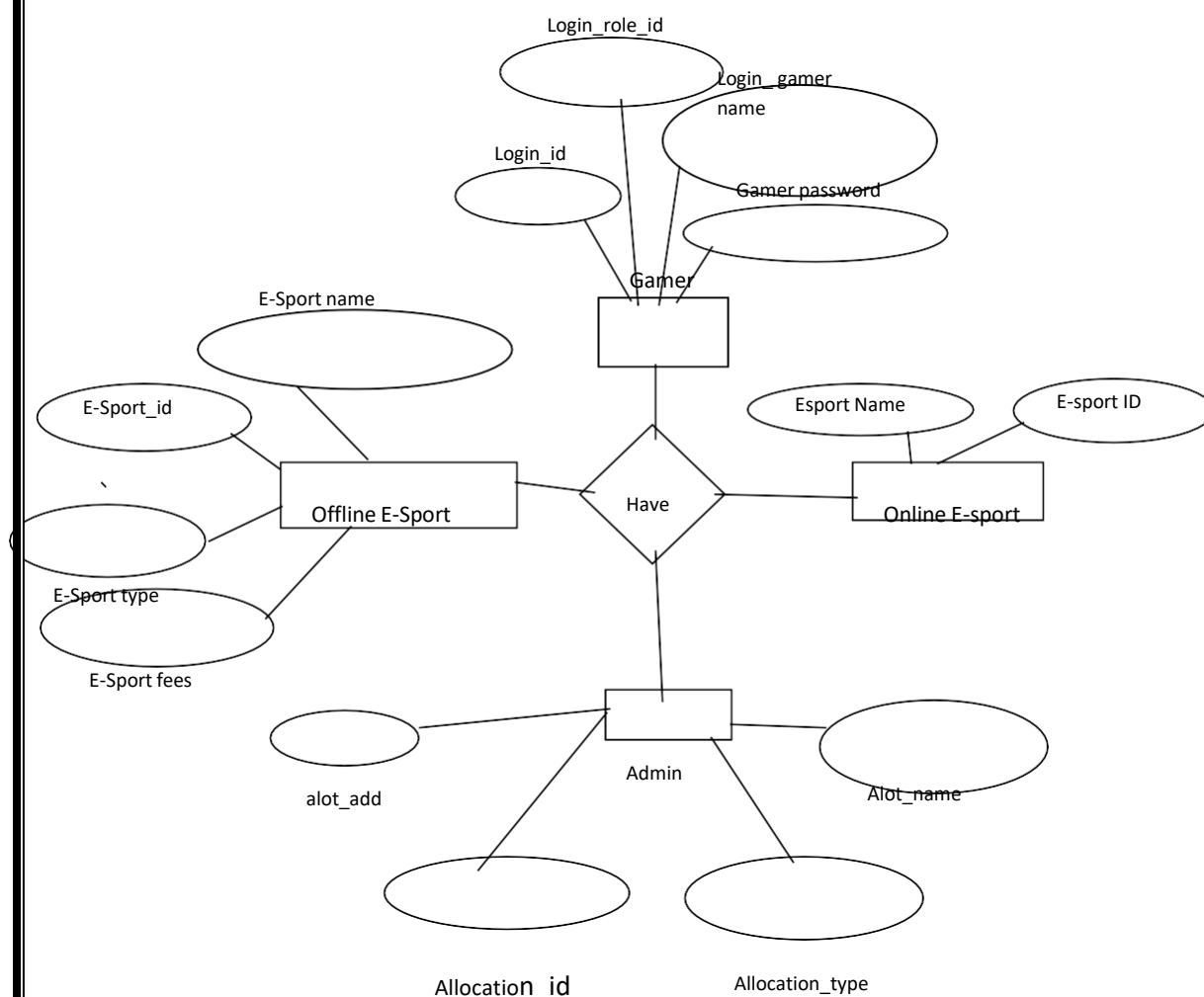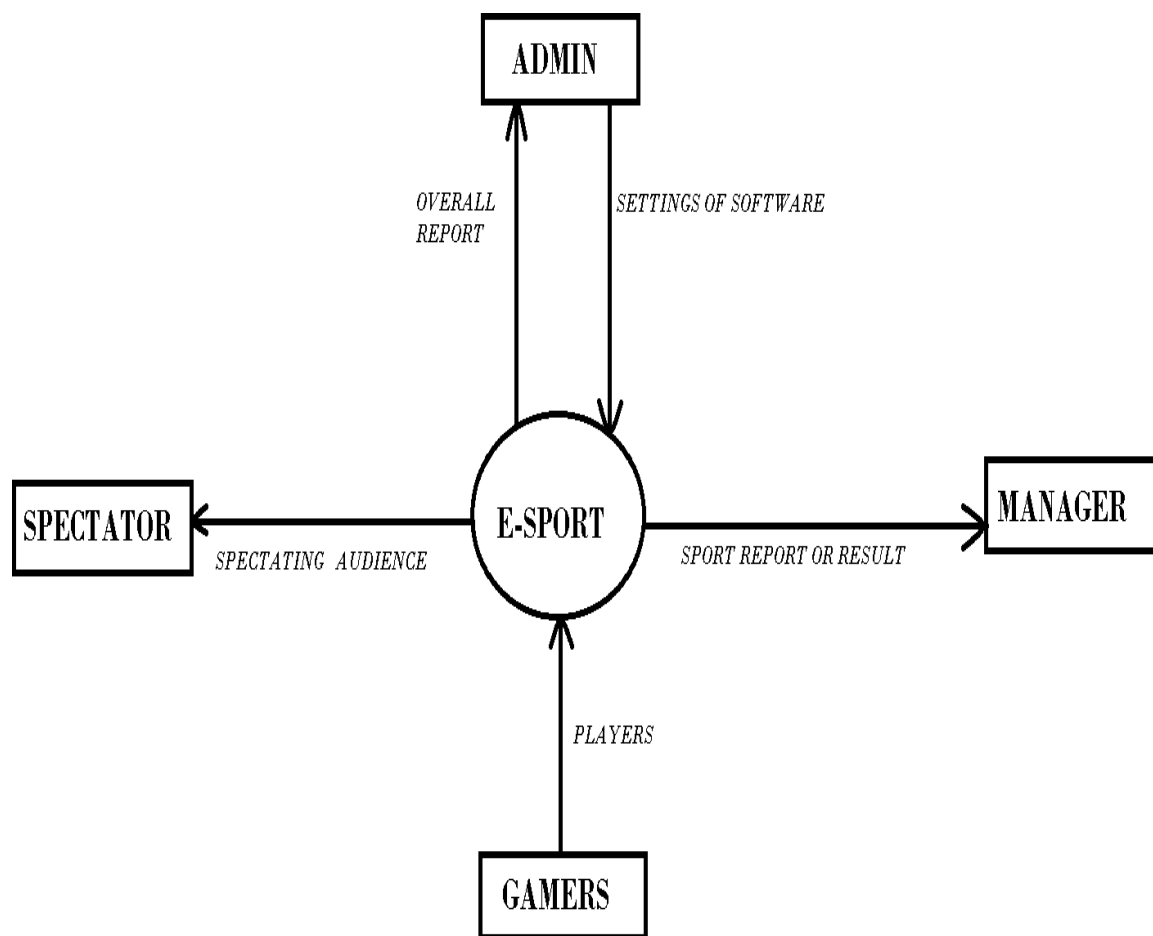

6.0 Actual Resources Used

S. No.	Name of Resource/material	Specifications	Qty	Remarks
1	Computer System	Computer (i3-i5 preferable), RAM minimum 2GB	1	
2	Operating System	Windows/Linux	1	
3	Software	Enterprise	1	

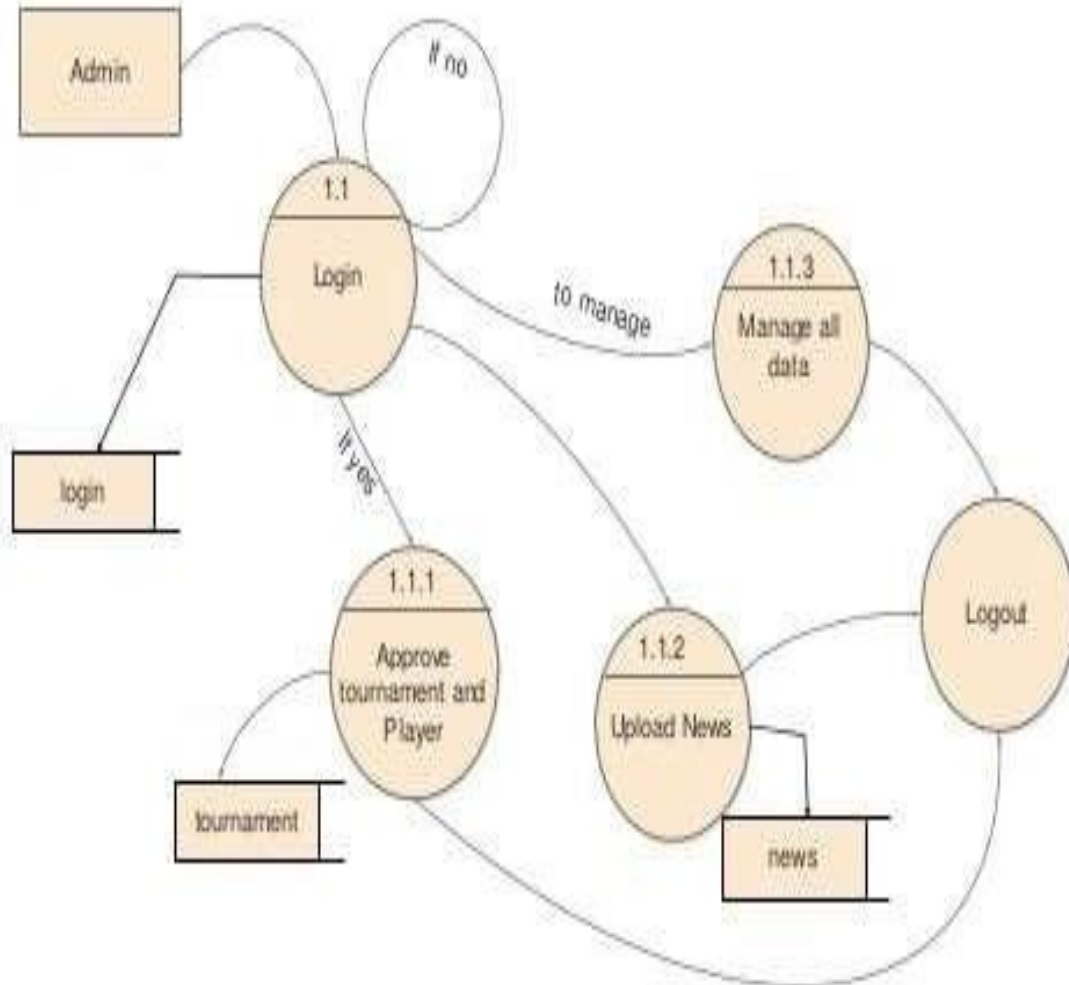**7.0 Outputs of the Micro-Projects:**
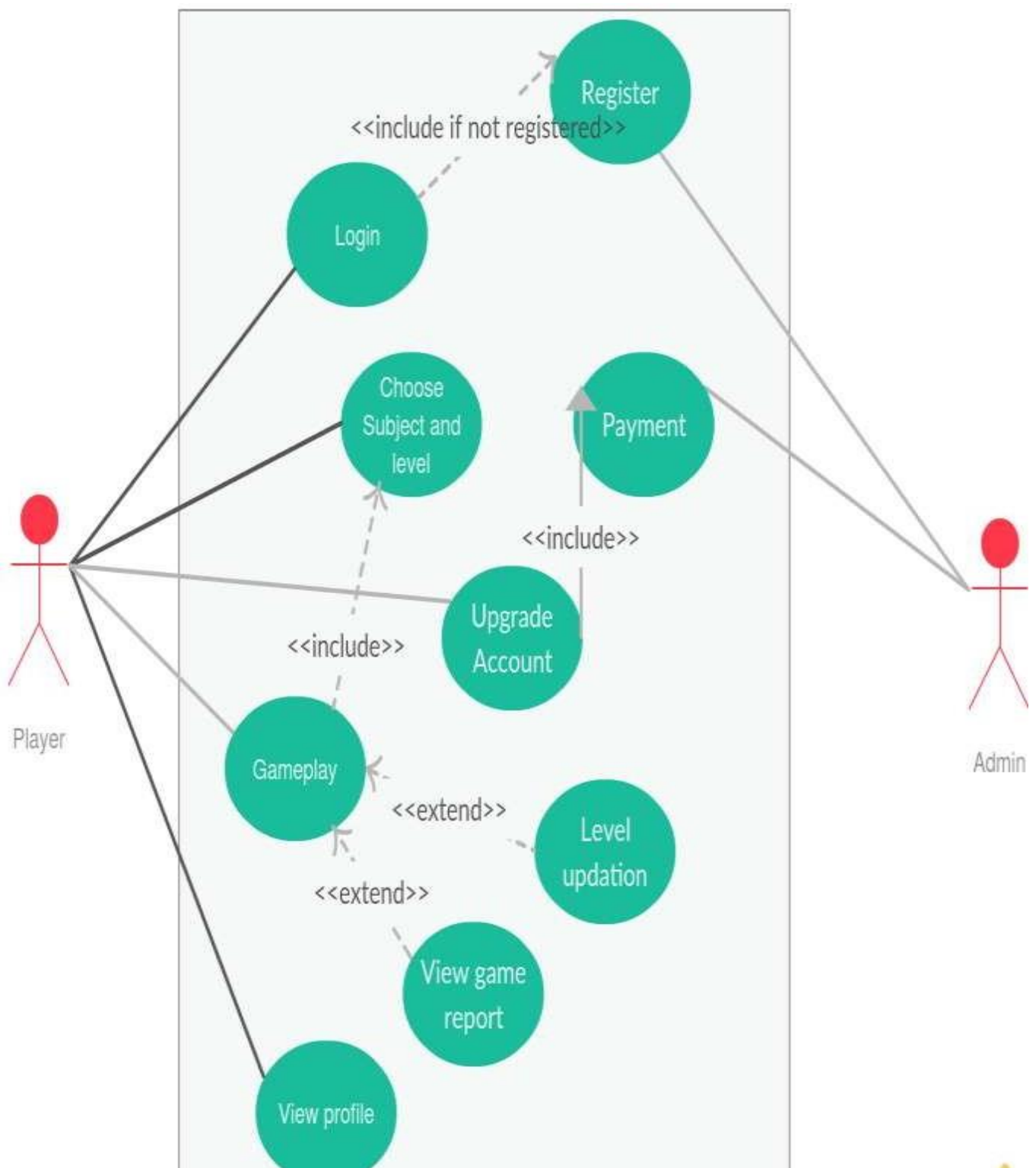
• **DFD Level 0:**

DFD Level 1:

Level-1 DFD

Figure 4.3.3.2 Level 1 of admin

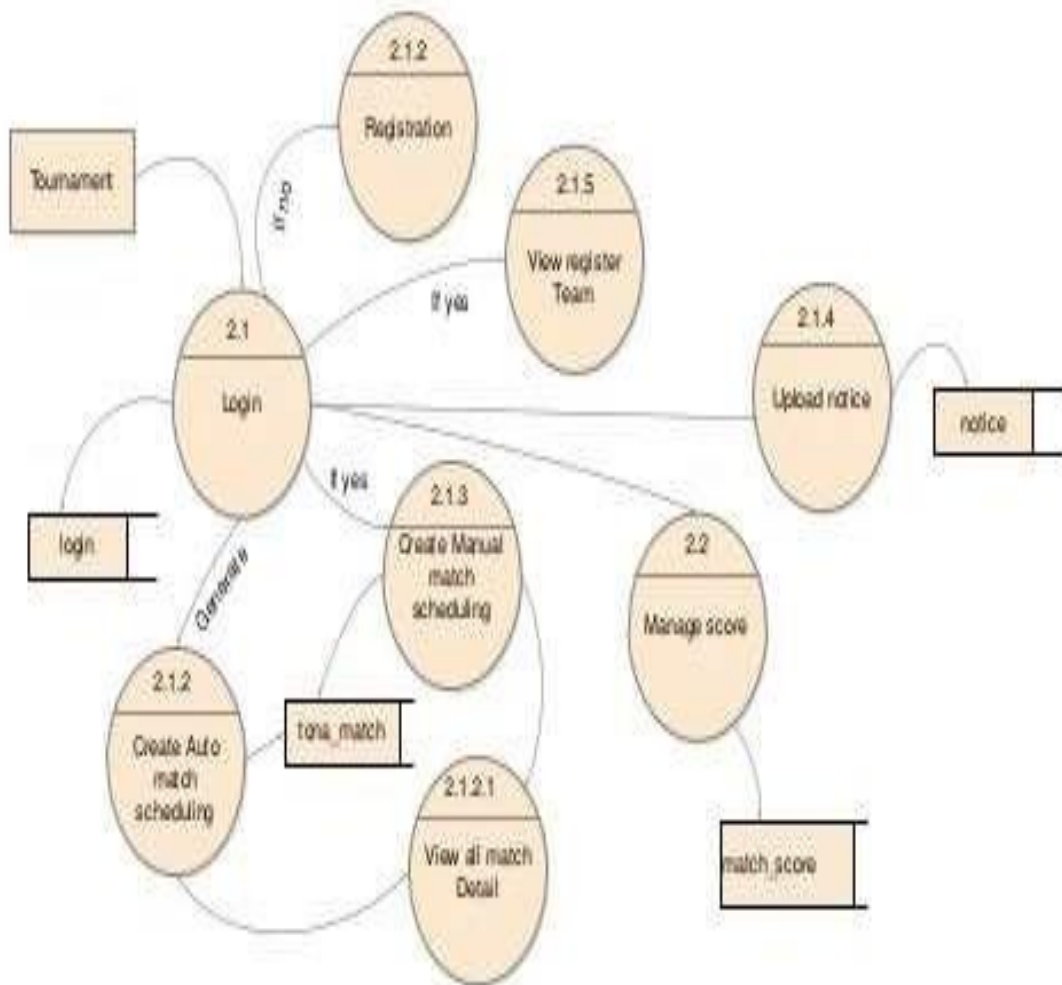- **DFD Level 2:**

Level-2 Tournament

Figure 4.3.3.3 Level 2 of tournament

ESPORT REPORS ANYLYSIS:

8 In-Game Scoring

Every Match in the Competition will award Points in accordance with the following scoring system.

8.1 Kill Points

Kill Points are awarded to Teams based on the number of Kills the Team accumulates during each Match. A Team will earn one (1) Kill Point per Kill.

8.2 Placement Points

Placement Points are awarded to Teams based on their finishing position at the end of each Match. Teams will accumulate Placement Points based on the following matrix.

Placement	Point
1	10
2	6
3	5
4	4
5	3
6	2
7	1
8	1
9 - 16	0

Database:

e_sports offline_e_sports
- Esport_ID : int(11)
- Esport_name : varchar(50)
- game_type : varchar(50)
- size : varchar(10)
- # Price : int(11)
- Developers : varchar(50)
- Downloads : varchar(50)
- ratings : varchar(50)

e_sports online_e_sports
- Esport_ID : int(11)
- Esport_name : varchar(50)
- game_type : varchar(50)
- size : varchar(10)
- Price_in_RS : varchar(10)
- Developers : varchar(50)
- Downloads : varchar(50)
- # Ratings_Outof_5 : int(11)
- Tournaments : varchar(50)
- # ban_ID : int(11)

e_sports v_nonepaid_games
- # Esport_ID : int(11)
- Esport_name : varchar(50)
- game_type : varchar(50)
- size : varchar(10)
- Price_in_RS : varchar(10)
- Developers : varchar(50)
- Downloads : varchar(50)
- # Ratings_Outof_5 : int(11)
- Tournaments : varchar(50)
- # ban_ID : int(11)

e_sports ban
- ban_ID : int(11)
- ban_contry : varchar(30)

e_sports v_high_rated
- # Esport_ID : int(11)
- Esport_name : varchar(50)
- game_type : varchar(50)
- size : varchar(10)
- Price_in_RS : varchar(10)
- Developers : varchar(50)
- Downloads : varchar(50)
- # Ratings_Outof_5 : int(11)
- Tournaments : varchar(50)
- # ban_ID : int(11)

e_sports v_noban
- # Esport_ID : int(11)
- Esport_name : varchar(50)
- game_type : varchar(50)
- size : varchar(10)
- Price_in_RS : varchar(10)
- Developers : varchar(50)
- Downloads : varchar(50)
- # Ratings_Outof_5 : int(11)
- Tournaments : varchar(50)
- # ban_ID : int(11)

- **Class:**

4.2.2 Class Diagram

In software engineering, a class diagram in the Unified Modeling Language (UML) is a type of static structure diagram.
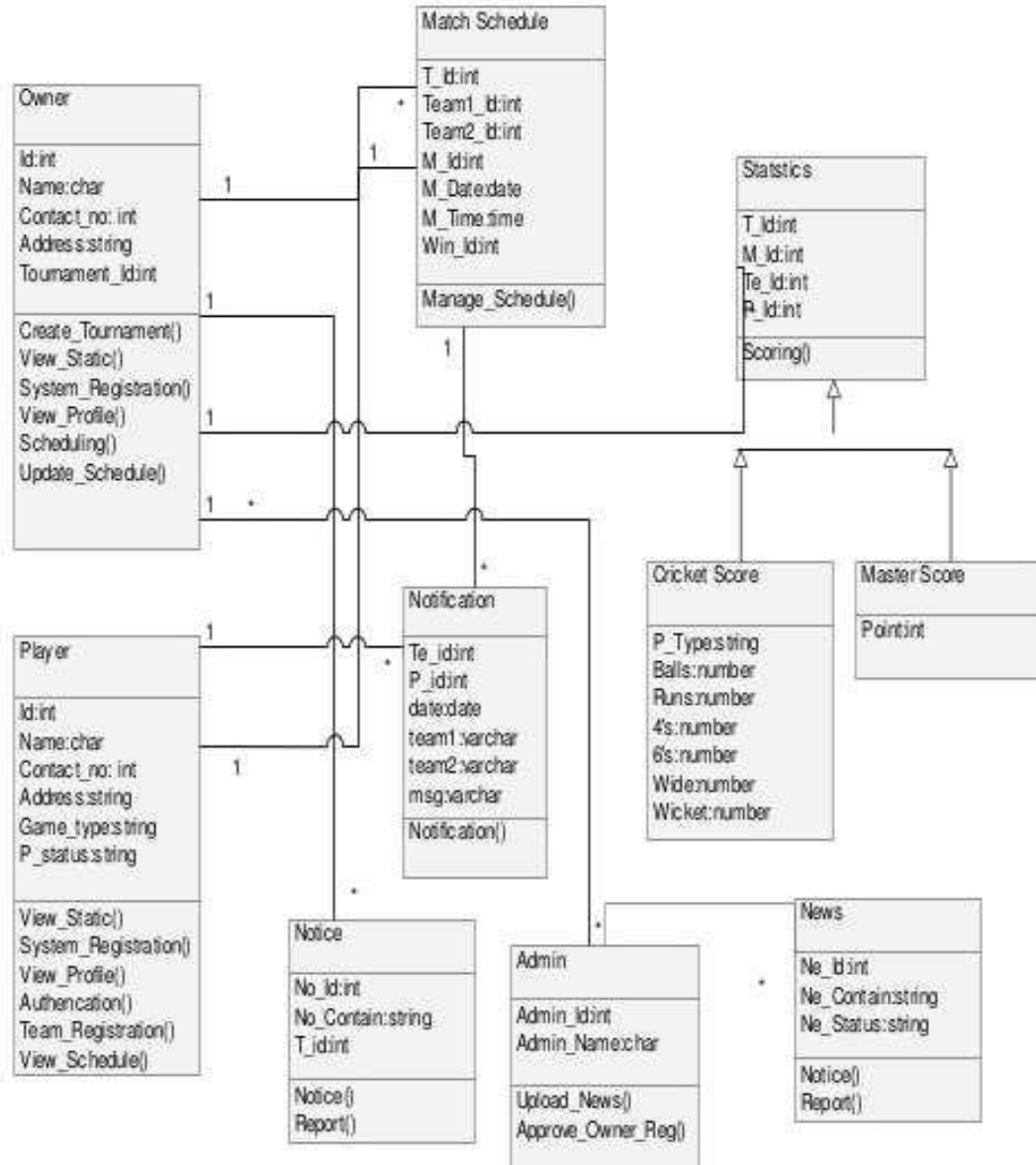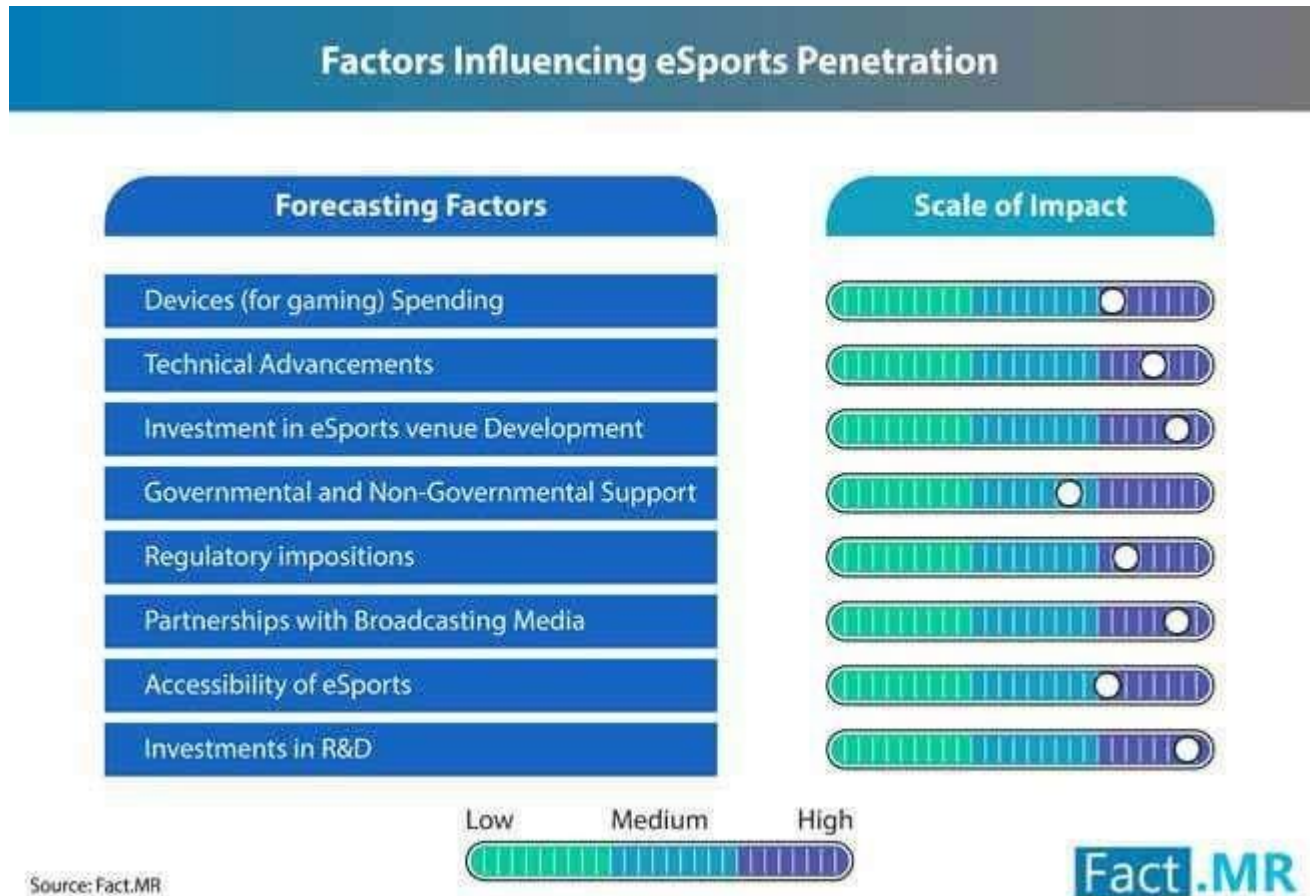

Figure 4.2.2 Class Diagram of STMS

- Collaboration:

eSports Market Forecast, Trend Analysis & Competition Tracking –

Factors Influencing eSports Penetration

Source: Fact.MR

8.0   Skill Developed / Learning outcome of this Micro-Project

      "E-SPORT MANAGEMENT SYSTEM" is software developed for managing various activities in the E-Sport. For the past few year the numbers of   educational institution are increasing rapidly. Thereby the number of the E-Sport are increasing for the accommodation of the student studying in this institution. And hence there is a lot of strain on the person who are running the E-Sport and software's are not usually used In this context this particular project deals with the problems on managing a E-Sport and avoid the problem which occur when carried manually Identification of the drawbacks of the existing system leads to the Designing of computerized system that will be compatible to the existing system with the system which is more user friendly and more GUI oriented.

9.0   Applications of this Micro-Project:

- E-Sport management system application enhance security of the E-Sport student by providing online leave application and approval process for student.
- This module will support for student leave/permission and outing.
- Student daily attendance can be maintained by biometric/smart cart
- Student present and absent status alert can be sent through SMS/E-mail. The student present/absent report will form the basis for the pre-calculation of food preparation.
- It provides an easy process for monitoring E-Sport student's activities by warden.

10.0   Conclusion

      This project offers user to enter the data through simple and   interactive manner. User is provided the option of only view the records he   entered earlier. Data storage and retrieval will become faster and easier to maintain.

11.0   Reference

www.pubgsystemreport.com

www.kashipara.com