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# **Keyword**

Accumulate, beneficial, frequently, offline capabilities, portal, comprehending, recommendation, satisfaction, agile, feasibility, collaboration, transparency, recurring, hierarchical decomposition, milestone, governance

# **Chapter 1**

## **Introduction**

Nepal is an emerging country in the aspect of sports. Many profitable source is willing to boom the business by providing the infrastructure such as futsal with adequate facilities. Still providing infrastructure with adequate facilities is not enough for futsal to makes good revenue due to lack of online services. Therefore, online services through application can play important role to overcome the problems regarding to booking. Likewise, the futsal are still struggling to make good revenue from their business respectively.

Ground booking is an android application, which handles all the booking related to futsal. The application provide the information about the grounds, sport news, events and recommend the best futsal according to the user’s choice. This makes our application more user-friendly and obliging. Advertisement is available in the application in order to promote the business too. Therefore, digital advertisement directly help the business to gain more customer through booking system.

## **Justification of the project**

Ground booking system mainly focus on the growth of the business in context of futsal. Many futsal loss there customers due to lack of advertisement including absence of online booking system. Even, there is the absence of such system, which contain all the details about the futsal including its name, location, price and other facilities. Thus for those information, users have to visit the respective grounds to accumulate the information about the related futsal as we discuss in the above point. Therefore, in my opinion, developing an android application will be more beneficial for both users and futsal owners to overcome all the problems respectively.

### **Background of the project**

Application such as futsal booking system is the frequently usable program, which bring huge initiative for the users. In order to facilitate the futsal business and delivering genuine sports news, we deliver the entire article from the trusted source such as **CNNSPORTS**, **BBCSPORT** and many more through **API (Application Programming Interface)**. Likewise, the application stipulate the valid information about the grounds including users by following up various methodology, which will cover in the upcoming topic. Moreover, to perform this project, we use firebase as a server side for various reasons. Some of them are offline capabilities, social login, email and phone verification and many more. Thus, it leads the application more reliable and perform the desirable outcomes.

### **Problem statement**

There are numerous futsal which are worthy but driven down because of misleading marketing and lack of delivering information. It is offended to see such result in the present time. There are many possibilities that cause such issue and some of them are

1. **Unavailable of online payment gateway:** Our application do not used online payment gateway. Therefore, users personally have to reach the futsal for payment and confirm booking.

1. **Fraud:** In an application, there may be a high possibility of having a certain portion of fake users who intend to misuse the information and use the reservation in order to swindle the people or the related grounds owner. Offline booking do have some demerit.
2. **Less marketing and advertisement:** Advertisement and marketing plays imperative role for both application owners and users in order to ranked in the trending section of the application store. The application will not be worthy unless and until it become well known and usable by the users which can be happen by the use of several marketing and advertisement strategy.

## **Description of the project**

Our project create the platform for both users and futsal owner so that both parties can store there data contain valuable information so that both parties can take an advantage of it. Through online booking system, the users can be able to book the relevant ground for the particular time and date through the application. Even people will get the platform where they can give there reviews and rating about the futsal and there services respectively. Moreover, to achieve the goals, the app provides the elegant user interface including the features like notification, booking alert, offline capabilities, location tracking and many more.

### **Features of the project**

The website is develop by following appropriate design pattern and suitable methodology in order to address all the required functionality including elegant design (user interface). Comprehending all the required of the users, the website have following features which is listed below;

1. The appliation provides the detail understanding and knowledge of the relevant ground including cost, available time, overview of the grounds via pictures or videos and many more.
2. Users can easily create an account by signing up through Facebook and Google log in using firebase web services.
3. Data are stores in DBMS with high level of security via using encryption method.
4. Users can participate in the upcoming event through the website forms. Example: Futsal tournament and other events.
5. Online and offline booking can be done to reserve the ground.
6. Users can take participations in Quiz in order to maintain in the top position for gifts and free futsal pass tickets.

## **Overview of the project**

In summary, the application provides the information about the futsal to the users. The information includes pictures, available time for booking, price, description and its locations. It aims is to make the booking system more relevant and easy to users in order to preserve the futsal for particular date and time. Moreover, the users can check out the best grounds nearby them by allocated budget. Thus, recommendation of the grounds via their budget will the effective way provide the users satisfaction.

# 

# **Chapter 2**

## **Scope of the project**

The project built up an online system for booking grounds, which will be more reliable and efficient. In the absence of such application, we can help the users to find out the best futsal nearby them and directly help the futsal to boom and promoting the business. Likewise, the users can take an advantage of our services such as

* Notify the nearby futsal
* Notify the events
* Notify the sports news

## **Limitation of the project**

We do not have any dominating application in the market. Our application is the first online app to provide the features as we already mentioned in the above topic. Still there are some limitation and some of them are

1. Not much data about all futsal and their details
2. Will provide the services within valley only
3. Absence of online payment gateway

Some of the solution regarding to the above limitations are

1. Survey should be conduct and reach maximum number of futsal to gather more information about the futsal and its details.
2. Our focus is to promote futsal business. So we will add others futsal to in the later updates
3. Later after certain downloads. We will use **e-sewa** or **Khalti** payment gateway in order to fulfill the above limitation

## **Aim of the project**

The main aim of the application is to provide the genuine information to the users about the futsal and reduce the complexity for reservation. It makes the users easier to locate the futsal through map integration and find out the futsal nearby them.

## **Objective of the project**

There are several points that helps to achieve the goals and some of them are

* Provide the platform for the users where they can check out all the futsal details and sport articles.
* Provide the platform where an individual can gives review about the particular futsal
* Provide the platform for futsal to advertise and promote their business
* Can save the time in the part of booking.
* Push notification will took the part of reminder when any futsal conduct any events such as tournament or a charity funds.

## **Overview of the scope**

In summary, the project is about the futsal and sports news data application. The users can rate and review the futsal, which can helps to take feedback and improve the services as the desire of the customer. Moreover, providing the platform to the futsal helps them to promote their business.

# **Chapter 3**

## **Description of the methodology**

Ground booking system is the online reservation and sport portal android application. The app must be robust and efficient in order to update and bring quality of services for the users. Thus, for this development phase, agile methodology is the suitable one. Agile is the process by which team can manage by breaking it up into several stages and involving constant collaboration with stakeholders and continues improvement and iteration at every stage. Likewise, Agile methodology begins with clients describing how the end product will be used and what problem it will solved.

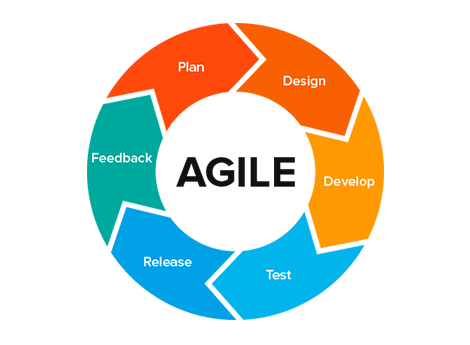


Figure 1Agile methodology

The main reason of using agile methodology are

1. Immediate change can done and the stages can be repeat as the needs.
2. The stages can be break down into manageable units, which helps the project team to focus on high-quality development, testing and collaboration.
3. It gives transparency, which help clients to be involved throughout the project from initial stages until the end of project.

## **3.2 Design Pattern**

Design pattern play a significant roles in the development phase. They help us recurring design problems and makes the development more robust. Design patterns do not solve problem themselves they major play a part in solve the problems. In order to accomplish the task, we follow the MVC design pattern. Here, MVC stand for Model-View-Controller and they defined as

1. **Model:** It represent object carrying data. It can also have logic to update controller if its data changes.
2. **View:** It represents the visualization of the data that models contains.
3. **Controller:** It acts both model and view. It controls the data flow into model object and updates the view whenever the data changes. It keeps view and model separate.

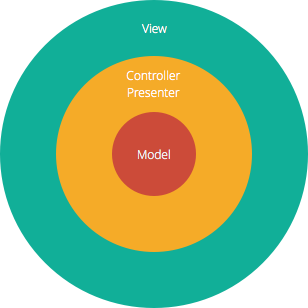


Figure 2MVC diagram

The main reason behind choosing MVC as a design pattern because of the following reason and they are

1. Using MVC design pattern allows the majority of Android developers to understand code.
2. It will helps to make a clean code, which further be helpful to reuse the code. Example: exporting application template as a library so that other developer can use it in their project respectively.
3. Faster development phase

## **Architecture**

Software architecture is the structure of the structures of an information system which consisting of entities and their externally visible properties and the relation among them. It consists of **One Tier**, **Two Tier**, **Three Tier** and **N-Tier** architecture. Here, tier referred as **“layer”**. Thus, it consists of three layers in the application namely Presentation layer, Business layer and Data layer. Thus, among all, three-tier architecture is the appropriate one for our mobile-based development.

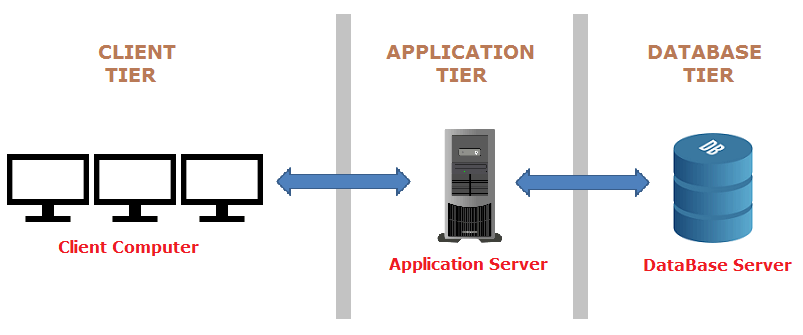
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Figure 3Three tier architecture

1. **Presentation layer:** It represent as a client layer. It is so because we can see this layer when we use a software as a part of user interface. Likewise, the presentation layer play a significant role by giving a functionality to communicate with application layer. This layer passes the information given by the users in terms of several input methods such as keyboard, mouse, joystick and many more.
2. **Application layer:** It represent as a logic layer. The main role of the application layer is to interact with Database layer and send the Presentation layer correspondingly. Thus, it helps to controls an application functionality by performing detailed processing. Moreover, it play the role as a mediator between the presentation layer and database layer.
3. **Data layer:** Data are stored in this layer. To retrieve the data, application layer communicates with the database layer. Thus, CRUD operation can be carry out within the help of this layer.

# **Chapter 4**

## **4.1 About WBS (Work breakdown structure)**

Work breakdown structure is the best practice that helps the project by splitting the team works into manageable section. According to the **Project Management Body of Knowledge (PMBOK)** defines the work breakdown structure as a “deliverable oriented hierarchical decomposition of the work to be executed by the project team”

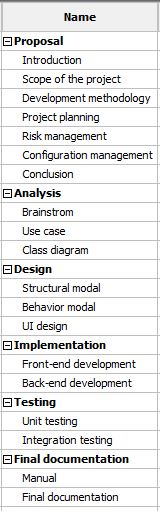


Figure 4WBS list

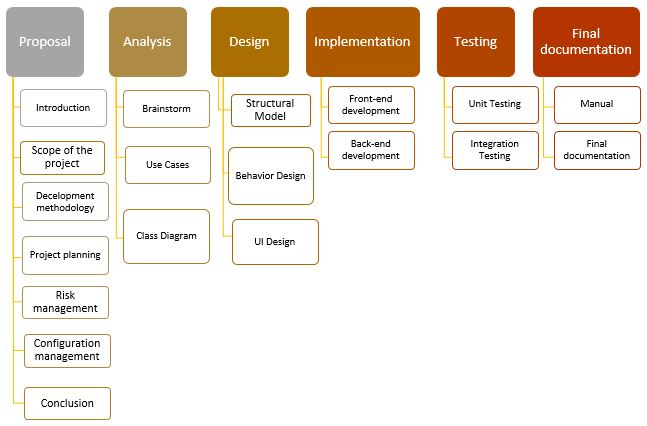


Figure 5WBS structure

## **4.2 Milestone**

Milestone is the specified time for a project lifecycle. It helps to measure the progress of a project towards it ultimate goals. Likewise, it is consider as a best way to observe, major and monitor the progress and performance of a project.

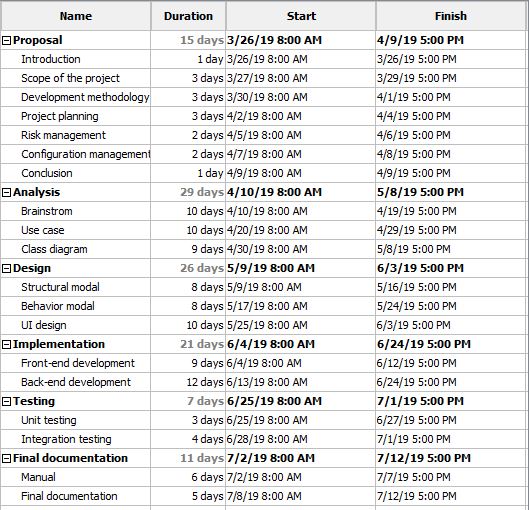


Figure 6Milestone

## **4.3 Gantt Chart**

Gantt chart is a production control tools, which contain a horizontal bar chart. This illustration help for project scheduling.

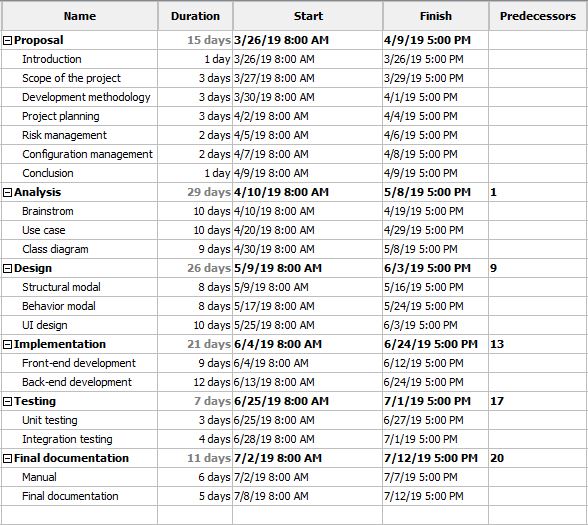


Figure 7Gantt chart list

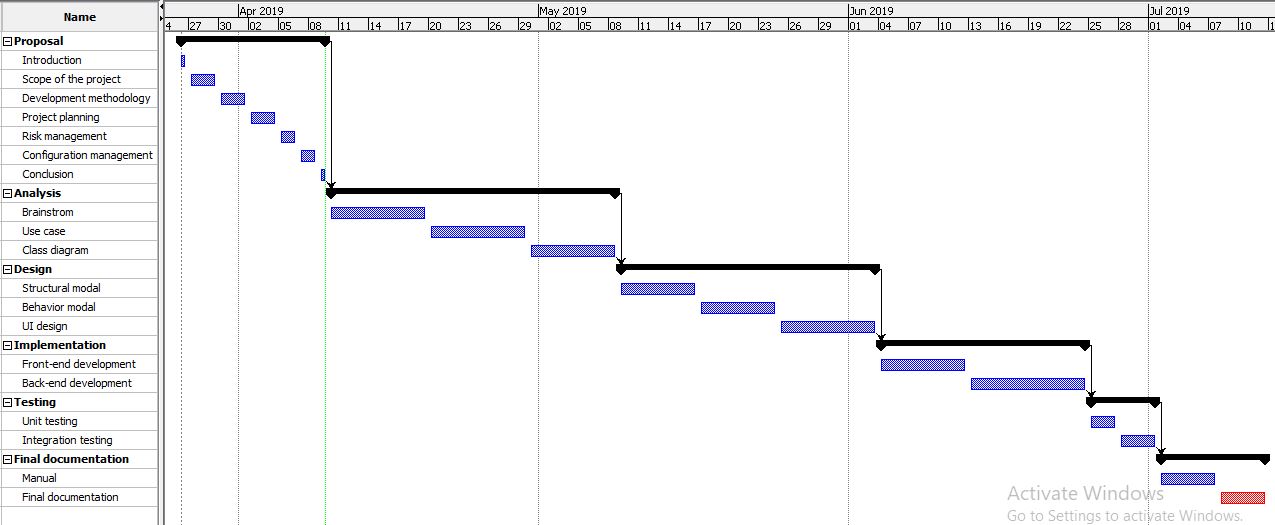


Figure 8Gantt chart

# **Chapter 5**

## **5.1 Risk Management**

Risk management ascertain as the essential component of good management and governance. Thus, it is the iterative process, which helps to analyses and identify the possible risk of the project. Those risks could be compromise by following various several tools and resources in order to reduce the impact in the program. Likewise, risk management can be settle down by using three different section. They are

1. Risk likelihood
2. Risk consequences
3. Impact due to the occurrence of the risk

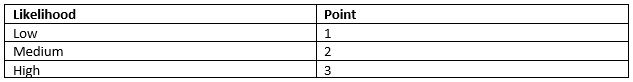


Figure 9Likelihood table

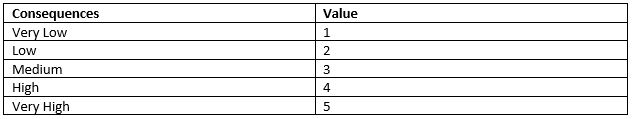


Figure 10Consequence table

By the above points, the impact can be calculate with the following sum. i.e.

**No. of Impact = Risk likelihood \* Risk Consequences**

Moreover, the risk factor must be identify in order to reduce the impact and bring up the best application product as the need of the users.

### **5.1.1 Identification of Risk**

The below risk are categorize that may occur in the project.

1. Extend in project schedule
2. Change in functionality/requirement
3. Slowdown performance of an application
4. Complex application design and less user friendly
5. Lack of content and security
6. Poor coding

### **5.1.2 Risk Management Table**

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Figure 11Risk management table

# **Chapter 6**

## **6.1 Configuration Management**

It is a set of methodologies, which aims is to control the documentation of a product, requirements including design along with adequate information through its life. The configuration management is simply defines as a collection of aptitudes, procedures and tools whose purpose is to ensure the constancy of the system’s requirements, functional attributes and physical properties.

Our project have created in several directories, which consists all the required steps as the need of the project. Here, directories contain all the child directories respectively. Likewise, for further safety, we create backup directories and include all the data within it.

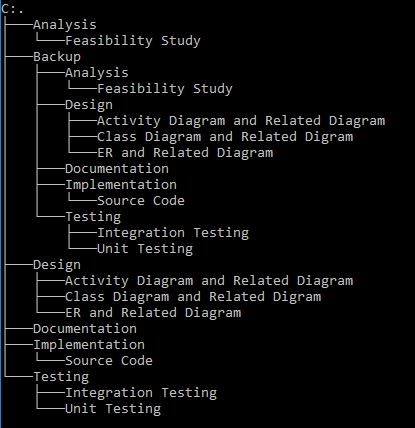


Figure 12Tree structure of the directory

# **Chapter 7**

## **Conclusion**

The project is supposed to bridge the gap between the users and futsal. Providing the platform for users to find out the detail information about futsal including their rating, reviews, price, available time and location will somehow diminish the gap. Likewise, futsal have an edge to gain more customers through the application by promoting and adding their futsal in our app too. Thus, the main motto of this project is to develop the platform for both users and futsal where promotion can done to boom the business and delivering the services to the customers.

# **Chapter 8**

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