

**VISVESVARAYA TECHNOLOGICAL UNIVERSITY**

**BELAGAVI**



Synopsis of

DBMS Lab with Mini Project

**FIFA-18 PLAYER MANAGEMENT SYSTEM**

Submitted by

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## **AIM:**

The aim of player management systems in sports simulation games like FIFA is to provide players with the ability to Build and Customize teams, Player transfers, Training and Development, Injury management, Tactical Decisions, Financial Management, Scouting and Youth Development.

## **SCOPE:**

The scope of a FIFA 18 Player Management System project encompasses a comprehensive approach to simulate the intricate dynamics of football team management within the gaming realm. This project aims to deliver an immersive experience for users by integrating various modules that cover player information management, team dynamics, tactical decisions, financial aspects, and more.

At the core of the system lies a robust database design. This involves defining entities such as Players, Teams, Matches, Transfers, Injuries, and Staff. Establishing relationships between these entities is crucial to ensuring a cohesive and interconnected system. The database will be normalized to minimize redundancy, ensuring data integrity and efficiency in managing vast amounts of football-related information.

In conclusion, the FIFA 18 Player Management System project aims to create a comprehensive and realistic simulation of football team management. By integrating various modules, the system will provide users with an engaging and authentic experience in the world of virtual football management.

## **OBJECTIVES**

- Implement user authentication and authorization mechanisms for role-based access control.
- Enable users to customize and manage football teams, including rosters, tactics, and formations.
- Facilitate match management, scheduling, and tactical decisions during gameplay.
- Implement injury tracking and management features to simulate real-world challenges.
- Create comprehensive documentation for system understanding, maintenance, and future enhancements.
- Conduct thorough testing to ensure system functionality and performance.

## **HARDWARE AND SOFTWARE REQUIREMENTS:**

- System Processor : Above Intel core i5.
- RAM : Min 8GB.
- Operating System : Above Windows 7.
- Hard Disk : Min 500GB.
- Front end : HTML,CSS,PHP
- Back end : MySQL.

## **RESULT EXPECTED:**

A FIFA 18 Player Management System provide an authentic and engaging experience, featuring realistic player interactions, strategic team decisions, and dynamic financial and transfer dynamics within the virtual football world.

Signature of the students:

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