

PROPOSAL FOR THE GRANT



of

STUDENT PROJECT SCHEME (TNSCST)

on

"ONLINE TURF PLAY GROUND BOOKING"

Submitted to

TAMILNADU STATE COUNCIL FOR SCIENCE AND TECHNOLOGY DOTE CAMPUS, CHENNAI – 600 025.

Submitted by

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STUDENT PROJECT PROPOSAL

1. Name of the Student (s) : **Mohamed Adil Ansari**

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2. Name of the Guide

Department / Designation : M.Mohamed Musthafa VP/HOD CSE

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Phone No. & Mobile No. : **9715309000**

3. Project Title :ONLINE TURF PLAY GROUND BOOKING

4. Sector in which your Project proposal is to be Considered

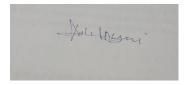
: Computer science

5. Has a similar project been carried out in your college / elsewhere? If so furnish details of the previous project and highlight the improvements suggested in the present one

CERTIFICATE

This is to certify that <u>Mohamed Adil Ansari</u> bonafide final year students of <u>cse</u> course of our college and it is also certified that 2 copies of utilization certificate and final report along with seminar paper will be sent to the Council after completion of the project by the end of May 2024.

:Nil



4.5 Cmx

Student Signature HoD Signature Principal Signature

ONLINE TURF PLAY GROUND BOOKING

1.1. INTRODUCTION

In today's fast-paced world, sports enthusiasts and community members seek convenient and efficient ways to access sports facilities. The "Online Sports Turf Playground Booking System" is an innovative solution designed to streamline and enhance the booking process for sports turf playgrounds. This project aims to revolutionize the way individuals and organizations reserve and manage sports facilities, providing a seamless experience for users and administrators alike.

Key Features:

User-Friendly Interface: The system boasts a user-friendly web and mobile interface, making it easy for users of all ages and tech-savviness to navigate, browse available turf playgrounds, and make reservations.

Real-Time Availability: Users can view the real-time availability of turf playgrounds, eliminating the frustration of double bookings or unavailable slots.

Flexible Booking: Users can reserve turf slots for various sports, including soccer, cricket, and more, for different durations – from hourly to daily bookings.

Payment Integration: Secure payment gateways are integrated, enabling users to make online payments conveniently, reducing the hassle of in-person transactions.

Profile Management: Users can create profiles, storing booking history, personal details, and payment information for future bookings.

Admin Dashboard: Administrators have a dedicated dashboard to manage bookings, review payments, and ensure smooth operations. They can also update playground information and pricing.

Notifications: Users receive instant email or SMS notifications for successful bookings, cancellations, or any important updates regarding their reservations.

Reviews and Ratings: Users can leave reviews and ratings for turf playgrounds, enhancing transparency and helping others make informed decisions.

Data Security: Robust security measures ensure the protection of users' personal and payment information, instilling trust in the system.

1.2. OBJECTIVE

The main objective of the work is to develop a mathematical model to predict the surface roughness in terms of process parameters such as radial rake angle, relief angle, and nose radius of cutting tool insert, cutting speed, cutting feed, and axial depth of cut. The mathematical model helps us to study the direct and interactive effect of each of these process parameters.

By formulating a mathematical model, it becomes feasible to evaluate the effects of process parameters, selection of process parameters based on main and interaction effects of the process parameters. The model for predicting surface roughness has been evolved by most researchers based on machining parameters and with cutting fluid. But a holistic real model can be developed only by considering both geometrical and machining parameters without cutting fluid under dry condition. The present study focuses on the influence of the radial rake angle, relief angle, nose radius, cutting feed rate and axial depth of cut during machining on surface roughness without the influence of cutting fluid.

1.3. METHODOLOGY

- Start
- Problem Identification
- Literature survey
- Define project goals, scope, and objectives.
- Identify key stakeholders, including users, playground owners, and administrators.
- Create a project team with developers, designers, testers, and project managers.
- Establish a project timeline and budget.
- Conclusion

1.4. WORKPLAN

Phase 1: Project Initiation (Duration: 1 Month)

1.1 Define Project Scope and Objectives

Identify project goals and objectives.

Determine the scope of the platform.

1.2 Stakeholder Identification

Identify key stakeholders (users, playground owners, administrators).

1.3 Team Formation

Assemble a project team (developers, designers, testers, project managers).

1.4 Project Planning

Create a project timeline.

Establish a project budget.

Phase 2: Requirement Gathering (Duration: 2 Months)

2.1 User Research

Conduct interviews and surveys with potential users.

Gather feedback and preferences.

2.2 Playground Owner Collaboration

Engage with turf playground owners to understand their facilities and booking processes.

2.3 Requirement Documentation

Define detailed functional and non-functional requirements.

Phase 3: System Design (Duration: 3 Months)

3.1 System Architecture

Create the system's architecture, including database design and server infrastructure.

3.2 User Interface Design

Develop wireframes and prototypes for the user interface.

3.3 Security Planning

Plan for data security and backup mechanisms.

3.4 Technology Stack Selection

Decide on the technology stack and development tools.

Phase 4: Development (Duration: 6 Months)

4.1 Core Functionality Development

Develop core features like user registration, turf availability tracking, and payment processing.

4.2 User Profile Management

Implement user profile creation and management.

4.3 Admin Dashboard

Develop features for administrators to manage bookings and playground information.

4.4 Payment Integration

Integrate secure payment gateways.

4.5 Real-Time Data Synchronization

Ensure real-time updates for turf availability.

4.6 Notification System

Implement email and SMS notifications for users and administrators.

Phase 5: Testing (Duration: 2 Months)

5.1 Functional Testing

Test all system functionalities.

5.2 Usability Testing

Evaluate the user interface for ease of use.

5.3 Security Testing

Conduct security assessments.

5.4 Performance Testing

Ensure the system can handle peak loads.

Phase 6: Deployment (Duration: 1 Month)

6.1 Server Deployment

Deploy the system to a secure hosting environment.

6.2 Configuration

1.5. BUDGET

Total Estimated Budget: 20,000

- o Budget Allocation: Development and Design: 8,000 INR
- o Infrastructure and Hosting: 2,000 INR
- Shared hosting or low-cost cloud hosting for the prototype. Marketing and Promotion:
 2,000 INR
- Limited digital marketing (social media ads, basic promotion). Project Management:
 1,000 INR
- o Minimal project management tools. User Training and Support: 1,000 INR
- o Basic user training materials. Testing and Quality Assurance: 2,000 INR
- o Basic testing tools (manual testing). Security Measures: 1,000 INR
- o Basic security precautions. Documentation: 500 INR

o Basic documentation tools and resources. Contingency: 2,500 INR

1.6. Conclusion

Monetization Strategy:

Determine how the platform will generate revenue. This can include commission fees on bookings, premium features for users or playground owners, or partnerships with sports-related businesses.

Legal and Compliance:

Ensure that the platform complies with relevant laws and regulations, such as data protection laws, online payment regulations, and any specific sports facility regulations.

User Data Privacy:

Implement robust data privacy measures to protect user information, including GDPR or similar compliance if applicable.

User Feedback Loop:

Establish a mechanism for users to provide feedback and suggestions, and ensure that feedback is actively monitored and considered for platform improvements.

Scalability and Performance:

Plan for scalability to accommodate a growing user base and increased booking activity. Optimize system performance to handle peak loads during busy booking periods.