Execution Plan FYP1

1. **GUI Designing:**

First we are trying maintain structure of the application so we decide to cover all graphic interfaces to structure the application. In this phase we will also keep in mind the concept of ui/ux designing and keep the things simple and interactive.

1. **Maintain Database in Firebase & Data Collecting:**

Now in second phase we will be working to maintain the database as our project domain is data sharing i.e. one team can see the detail of other team So, that’s why we are using firebase database or sharable database and also in this phase we will cover the users authentications part. Secondly in this phase we will collect the data of 100 players along with their image and other personal information.

1. **Manage Captain End and Players End:** Now in third phase we trying to manage both the ends of application (players end and captain end) because application only allow captain to create team and add players strength and their information while players only see their team details and can edit their profile. So, in this phase we have to manage two different dashboards for captain and players
2. **Set Match Requests and Responses**: In this phase we will be working to manage the interaction between team to team and we will be covering the part of project where captain can request for a match and also receive some match requests from other captain. In this phase we will also working on the map activity to allow captain to select the ground location where the match will play
3. **Finding Nearest Teams:** Now in the last phase we will applying the geofencing algorithm to find out the nearest teams or captain and show these nearest teams on map through a node. For this will allow captain to provide current location so other captains can see their location