Synopsis:
iSport - A Free Pickup Game Finder and Organizer Web Application
iSport is a web application developed using .NET with C#, designed to revolutionize the way athletes and sports enthusiasts connect for pickup games. This platform offers a seamless and interactive experience for users to find, organize, and join local sports events with ease.

Key Features:

- Manage user profiles and interact with the community.
- Organize events by specifying the event name, date, and location. The application supports a one-to-many relationship, enabling users to organize multiple events.
- Participation: A many-to-many relationship architecture allows events to be joined by numerous users, fostering a vibrant and engaged community.

Main Tables:

- My Future Games: Displays upcoming games the user is participating in, showing the event name, location, number of attendees, and time.
- All Game Events: Lists all available events, detailing the event name, location, number of attendees, and event date, offering a comprehensive overview of upcoming sports opportunities.

Search Functionality:
Users can search for events by name or the creator's name. The search results are displayed in an informative table, including essential details like event name, location, number of attendees, date, creator's name, and availability status (open for joining or full).

Event Details Page:
Provides detailed information about the game, featuring a map with the location and a mini chat for real-time communication among participants.

Trust Building:
The platform displays the event organizer, enhancing trust and community building within the platform.

Technical Overview:

iSport employs a robust database structure consisting of four main tables: Users, Events, Attendances, and Chat Messages. The architecture effectively utilizes one-to-many and many-to-many relationships to manage user-event interactions seamlessly.

- **Users Table:** This table stores information about registered users, including their profiles and credentials. It serves as the foundation for user management within the application.

- **Events Table:** Stores details about various sports events, including event name, date, and location. Events are organized by users and are central to the functionality of the platform.
- **Attendances Table:** Facilitates the many-to-many relationship between users and events. This table tracks which users are attending specific events, allowing for efficient event management and participation tracking.
- **Chat Messages Table:** Manages real-time communication among participants during events. Users can exchange messages through a mini chat feature integrated into the platform. The table ensures that messages are associated with the relevant event and user interactions are captured accurately.

By implementing these tables and utilizing one-to-many and many-to-many relationships, *iSport* ensures a streamlined experience for users to find, organize, and join local pickup games while maintaining data integrity and scalability.

Conclusion:
iSport emerges as a comprehensive solution for sports enthusiasts seeking to find, organize, and join local pickup games. By leveraging advanced web technologies and a user-centered design, it addresses the core needs of its audience, providing a platform that is not only functional but also fosters a sense of community among sports lovers.

GitHub repo link : https://github.com/abircharfi/Projects/tree/main/SoloProject