

An Approach for App Based Gaming Tournament Platform

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Abstract— In this paper, We introduce Esports is a type of video game sport competition that is frequently arranged into multiplayer video games, especially amongst professional players, either individually or as a team.

An explanation is provided. Esports (also known as Competitive Gaming or Electronic Sports) is a type of competitive gaming that takes place online Individuals or teams compete in video games to create an engaging sport.

Our main purpose is to empower the eSports in India as well known sports and creating career opportunities within this field. our aim is to encourage gamers to play a winning game and earn rewards for every best hit and that platform we provide.

The goal of this mixed methodology study is to look back at the history of eSports in order to better understand its major performance elements, with a focus on qualitative data. These elements will be used in conjunction with business analytics and ITM technologies to acquire a better insight of the future of eSports.

Nowadays Esports is growing day by day in India. therefore we have come up with this idea, people looking towards Esports as career opportunity.

Keywords—Java, Android Development, Gradle, Android studio, MySQL, PHP.

I. INTRODUCTION

The main aim of this application Esports is a type of video game sport competition that is frequently arranged into multiplayer

video games, especially amongst professional players, either individually or as a team.

The first chapter of this research paper will be devoted to providing an overview of the chosen area. This section offers a brief Need of new system as well as the problem statement/Definition.

The eSports community is quickly expanding in terms of both size and consumption. However, because actual awareness of eSports is not optimum, a brief overview is provided.

An explanation is provided. Esports (also known as Competitive Gaming or Electronic Sports) is a type of competitive gaming that takes place online Individuals or teams compete in video games to create an engaging sport.

for the sake of prize money and fame, these games are usually played on a computer and Mobile nowadays.

Although tournaments can be played on practically any console, they are most commonly played on PCs.

This is only a brief overview of eSports. The later chapters will provide a deeper understanding of eSports, as a common definition is difficult to come by, a state of problem for this research paper is given with the brief explanation provided.

II. OVERVIEW

- The goal of this mixed methodology study is to look back at the history of eSports in order to better understand its major performance elements, with a focus on qualitative data these elements will be used in conjunction with business analytics and ITM technologies to acquire a better insight of the future of eSports

- To establish eSports as a well-known sport in India and to provide job chances in this industry.

III. NEED

The coronavirus pandemic has forced the cancellation of events all over the world. COVID-19 has the entire world missing out on their favourite pastimes, whether it's the Premier League, music festivals, exhibits, or trade shows. People are deferring many work-related activities, and as a result, many brands are losing crucial consumer touchpoints. Needless to say, if you want to keep your business afloat, you'll have to reconsider your current and future advertising and marketing strategies.

Gaming tournament platforms are a compelling and well-proven alternative to live event advertising, allowing you to reconnect with customers even during a lockdown.

Esports is one of the growing and best platforms in the coming years

It develops lots of career opportunities within these fields also increases the size of ITM sectors.

IV. LITERATURE SURVEY

We conducted literature reviews on two papers published in different journals. The two papers are as follows:

1) Esports Research: A Literature Review

2) The effect of games and simulations on higher education: a systematic literature review

Sr. No.	Paper title	Author Name	Problem Discussed	Source
1)	Esports Research: A Literature Review	Jason G. Reitman Maria J. Anderson-Coto University of California, Irvine, CA, USA	Accompanying esports' explosion in popularity, the amount of academic research focused on organized, competitive gaming	https://journals.sagepub.com/doi/full/10.1177/1555412019840892#_i19

			has grown rapidly.	
2)	The effect of games and simulations on higher education : a systematic literature review	Dimitrios Vlachopoulos, Agoritsa Makri	Other studies confirm the power of games and simulations in developing cognition abilities, especially in the instances of virtual simulations enhancing complex cognitive skills	https://educationaltechnologyjournal.springeropen.com/articles/10.1186/s41239-017-0062-1

V. Existing System

- In the existing situation, to develop Android application.
- Android application will be used by Players, Target age Group Customers (18-38 years).
- In Android app the Player, will have special accesses that he is able to book his slots, spectate every match.
- We have add another tab in application used by admin for the purpose of executing different operations like create the event in app, Control the register user, organize a match in time Basically Admin panel has all control over application.

VI. Proposed System

- A mobile app which will help as 'GRIND' platform for players.
- Providing best platform to players and grind their gaming skills.
- The players can engage with their fans in a variety of ways including social media, live-streaming platforms, and in-person at tournaments.
- Individual players can either stream themselves playing to earn money or join larger organizations to compete for large cash prizes.

This application contains some modules:

A. Admin:

- Admin is basically a superuser. Admin can add a record of player, restrict the entry of any person.
- Admin will keep eye on each Player and manage organization Security.
- Admin is responsible for the any error in the system. Admin is also responsible for to add event in application which held in the organization.
- Admin panel control Admin Log In, Contests, Joining the Contest, Payment Mode, Player Profile or Dashboard, User Account Manager, Manage Matches, Manage Games Category, Announcements, Money orders, Withdraw requests, Push Notifications.

B. User Panel:

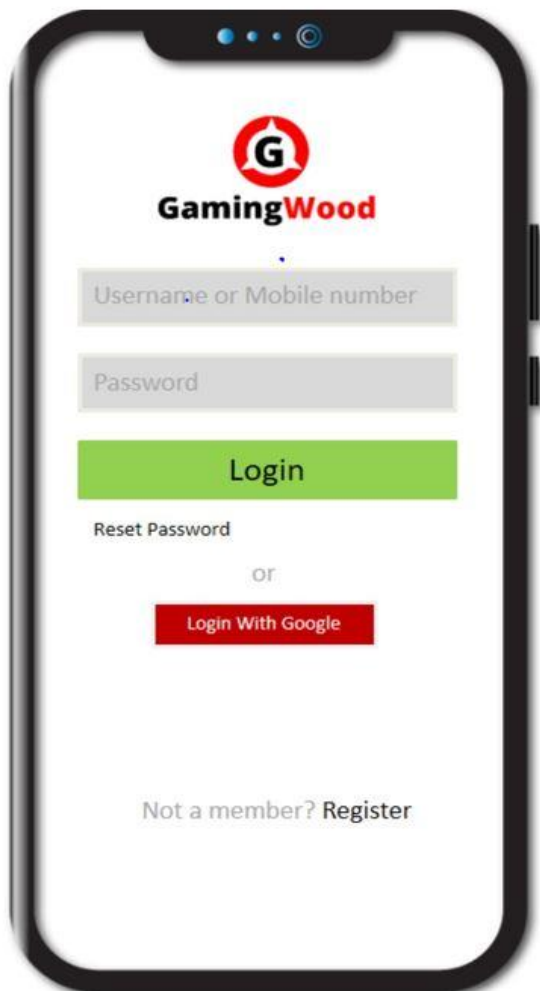
In this module, the application will be going through these steps

- Register
- Login
- Forgot password
- Multi games supports
- List games
- Refer & Earn system
- Upcoming match/tournament
- All matches/tournaments are showing clearly.
- Ongoing match/tournament
- User can join full squad or duo.
- Result of completed match/tournament
- All matches/tournament results are showing clearly to all users.

- More Detail of match such as rules, prices, participants, sponsor, match/tournament description etc.)
- Account settings
- User profile
- User wallet
- User statics
- User referral
- Top player
- Leaderboard
- About us
- Customer supports
- Share app
- Terms & conditions
- Logout
- Sign-in/Sign-up screen

VII. System Design

Steps 1 – First start the GamingWood application, we have application name as GamingWood. firstly user can register →



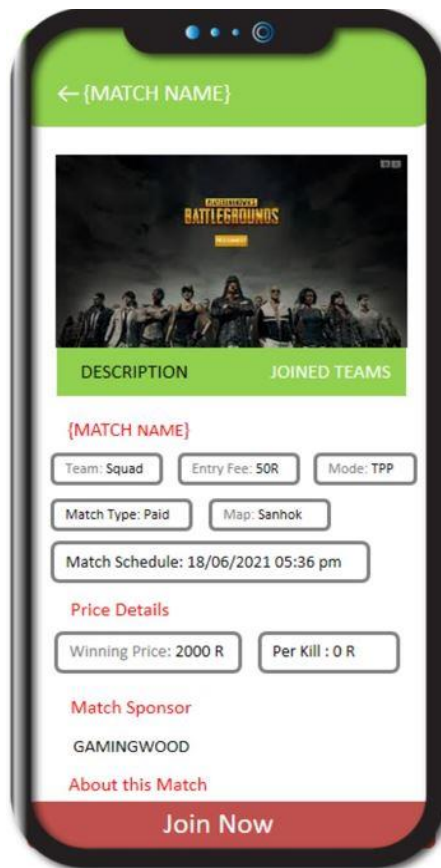
Step 2: We have successfully registered and have logged into the application. It shows the following information: Play, Account info, Updates, Top Players, My matches also it shows games in play section



Step 3: In previous figure, the game also shows a play section where you can choose whichever game you need to play. For example, if you choose Battlegrounds mobile India game, you'll find upcoming contests and you can pay and join your team.



Step 4: If you choose one of the contests in the upcoming events, there are a variety of modes available and you can pay for the specific contest and join your team.



Step 5: Within 10 minutes of submitting your player information and entering the contest, you will be given a room ID and Password to access your contest, after clicking join button that your match is started

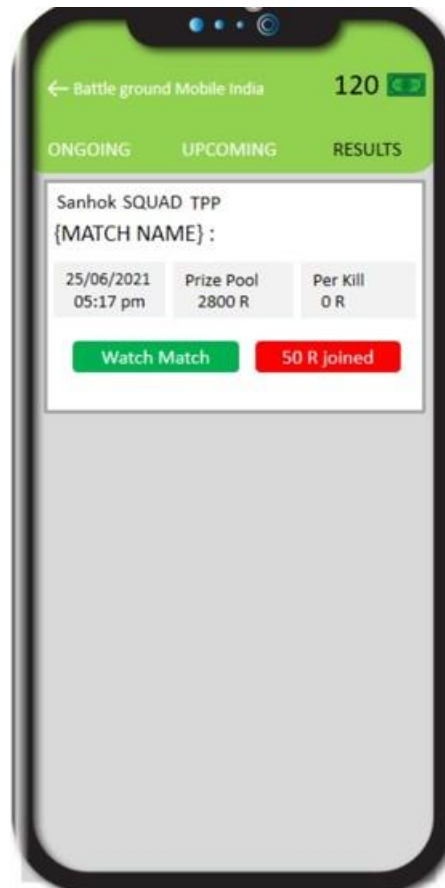


Fig. Spectate Mode

Step 6: After you finish your match, the results will be announced within 25 minutes and the prize money credited to your account. You can also view your scores and watch the match.



Fig. Full result

This is the complete application flow of our project, and we have also added some new terms in it.

VIII. Advantages

- This is the finest platform for gamers to strengthen their problem-solving and strategy-building skills.
- People looking towards esports as career opportunity.
- To establish eSports as a well-known sport in India and to provide job chances in this industry.
- Advantages through this platform it sharpens mental strength, improving math skills, and improving pattern recognition.

IX. ACKNOWLEDGEMENT

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X. CONCLUSION

This is a better platform to show your gaming skills and earn reward, this will also help on account of increased prize moneys, more games, localization, regional adaptation and growth of smartphone, laptop and broadband infrastructure.

Esports is a rapidly growing industry in which highly skilled video gamers compete. Esports encompasses competitions across a variety of video games, similar to how traditional sports have competitions in cricket, basketball, and football, hockey. GamingWood is the finest platform for gamers to strengthen their problem-solving and strategy-building skills.

Also, it helps establish eSports as a well-known sport in India and to provide job chances in this industry.

XI. REFERENCES

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