**COLLEGE OF APPLIED BUSINESS AND INFORMATION TECHNOLOGY**

**Tribhuvan University**

**Institute of Science and Technology**

**Nepal Futsal**

**A PROJECT REPORT**

**Submitted to**

**Department of Computer Science and Information Technology**

**College of Applied Business and Information Technology**

***In partial fulfillment of the requirement for the Bachelors Degree in Computer***

***Science and Information Technology***

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Baisakh 12th 2074

1. **Problem Definition:**

In current scenario of Nepal, especially the young and adult of Kathmandu valley are fond of playing futsal. Whenever they want to play futsal they have to book the futsal with great hindrance. Let’s say whenever a person want to book the futsal he/she have to find the futsal ph. no. and then make a call and ask if the futsal ground is available or not . If the ground is not available then they have to repeat all those tasks. Thus, waste of time.

So our main aim is to save the time of people with few clicks only that’s how we get the idea of our project

**Objectives:**

The main objective of our project is to build the web application that helps to find the futsal ground with few easy steps. This web application will help to find the futsal ground which is best for them from the list of futsal ground. We will have an interface where customer has to choose the time and location of futsal then the site will the give the result from given data .

Objectives can be summarized below:

* Create a website to give easy interface to customers for booking the futsal
* Work on our databases according to the requirements specified.
* Delivering the best ground to book with the given data.