

IPL MANAGEMENT SYSTEM

Group No. 1 (Autobots)

**MODULES AND COMPONENTS:**

|  |  |  |
| --- | --- | --- |
| Modules | Component | Description |
| 1. Login | Login Component | Every user can login (Player, Owner, Admin). |
| Register Component  (sign up) | Player must register himself before he can login into the website. |
| 1. Admin | Admin Component | Admin can view all users, teams and player’s .Also can delete player and owner (team). |
| Admin-Users Component | Admin can view all the users. |
| Admin-Teams Component | Admin can view all teams. |
| Admin-Players Component | Admin can view all players. |
| 1. Owner | Pm Component | Owner can register his team and see all the players.  Owner can also reject Player registration. |
| 1. Player | Player-edit Component | Player can edit his role and his selected team. |
| Player-list Component | Views all the list of Registered Players. |
| Player-register Component | Player registers himself for particular team. |
| Team Registered Component | Player views list of teams created by owners. |

**DATABASES:**

## 1.1. Table Owner

|  |  |  |  |
| --- | --- | --- | --- |
| **Column name** | **Type** | **Properties** | **Description** |
| owner\_id | int | PK |  |
| owner\_address | date |  |  |
| owner\_email | varchar(20) |  |  |
| owner\_mobile\_no | int |  |  |
| owner\_name | varchar(30) |  |  |
| owner\_team\_name | varchar(20) |  |  |

## 1.2. Table Player

|  |  |  |  |
| --- | --- | --- | --- |
| **Column name** | **Type** | **Properties** | **Description** |
| player\_id | int | PK |  |
| average | double |  |  |
| date\_of\_birth | date |  |  |
| email | Varchar(100) |  |  |
| experience | int |  |  |
| Major\_team | Varchar(255) |  |  |
| matches\_played | int |  |  |
| mobile\_no | int |  |  |
| player\_address | varchar(255) |  |  |
| player\_name | int |  |  |
| player\_rank | int |  |  |
| player\_role | Varchar(30) |  |  |
| selected\_team | Varchar(50) |  |  |
| strike\_rate | double |  |  |

## 1.3. Table Role

|  |  |  |  |
| --- | --- | --- | --- |
| **Column name** | **Type** | **Properties** | **Description** |
| id | int | PK |  |
| name | varchar(60) |  |  |

## 1.4. Table Team

|  |  |  |  |
| --- | --- | --- | --- |
| **Column name** | **Type** | **Properties** | **Description** |
| team\_id | int | PK |  |
| team\_name | varchar(255) |  |  |

## 1.5. Table User\_role

|  |  |  |  |
| --- | --- | --- | --- |
| **Column name** | **Type** | **Properties** | **Description** |
| user\_id | int | PK |  |
| role\_id | int | PK |  |

## 1.6. Table sign up

|  |  |  |  |
| --- | --- | --- | --- |
| **Column name** | **Type** | **Properties** | **Description** |
| id | int | PK |  |
| email | Varchar(50) | unique |  |
| name | Varchar(50) |  |  |
| password | Varchar(100) |  |  |
| username | Varchar(50) | unique |  |

**UNIT TEST CASES:**

1. Login/Logout

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID** | **Test**  **Scenario** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| LC01 | Admin with valid data tries to login. | 1. Go to localhost:4200  2. Click on Login link.  3. Enter credentials.  4. Login | Username  Password | Admin should be able to login. | Login Successful | Pass |
| LC02 | Admin with incorrect credential s. | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter credentials.  4. Login | Username  Password | Admin should  Not be able to login. | Login Unsuccessful | Pass |
| LC03 | Owner with incorrect credential  s tries to  login | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter credentials.  4. Login | Username  Password | Error -> Unauthorized | Login  Unsuccessful | Pass |
| LC04 | Owner with valid data tries to login. | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter credentials.  4. Login | Username  Password | Owner should be able to login. | Login Successful | Pass |
| LC05 | Player with  incorrect credential  s tries to  login | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter credentials.  4. Login | Username  Password | Error -> Unauthorized | Login  Unsuccessful | Pass |
| LC06 | Player with valid data tries to login. | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter credentials.  4. Login | Username  Password | Player should be able to login. | Login Successful | Pass |
| LC07 | Nothing is entered. | 1 .Go to localhost: 4200.  2. Click on Login link.  3. Enter credentials. | none | Username and  Password required | Username and  Password required | Pass |
| LC06 | Logout | 1 .Go to  Localhost: 4200.  2. Click on Login link.  3. Enter  Credentials.  4.Click on logout Link | Click on Logout | Logout Successful | Logout | Pass |

1. Test case for Player:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID** | **Test**  **Scenario** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| PC01 | Views the list of team’s registered by owners | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter Credentials  4.Click on list of team button | List of teams | Display list of teams | List of teams | Pass |
| PC02 | Player registration for particular team. | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter Credentials  4.Click on list of team button  5. Click on particular team for registration. | player\_id,average,date\_of\_birth,email,experience,Major\_team,matches\_played,mobile\_no,player\_address,player\_name,player\_rank,player\_role,selected\_team,strike\_rate | Registration successful. | Registration successful. | Pass |
| PC03 | Edit Profile | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter Credentials  4.Click on list of team button  5.Click on Edit button | Player Id  Player Name  Selected Team | Edit Successful | Edit Successful. | Pass |

1. Test case for Owner:

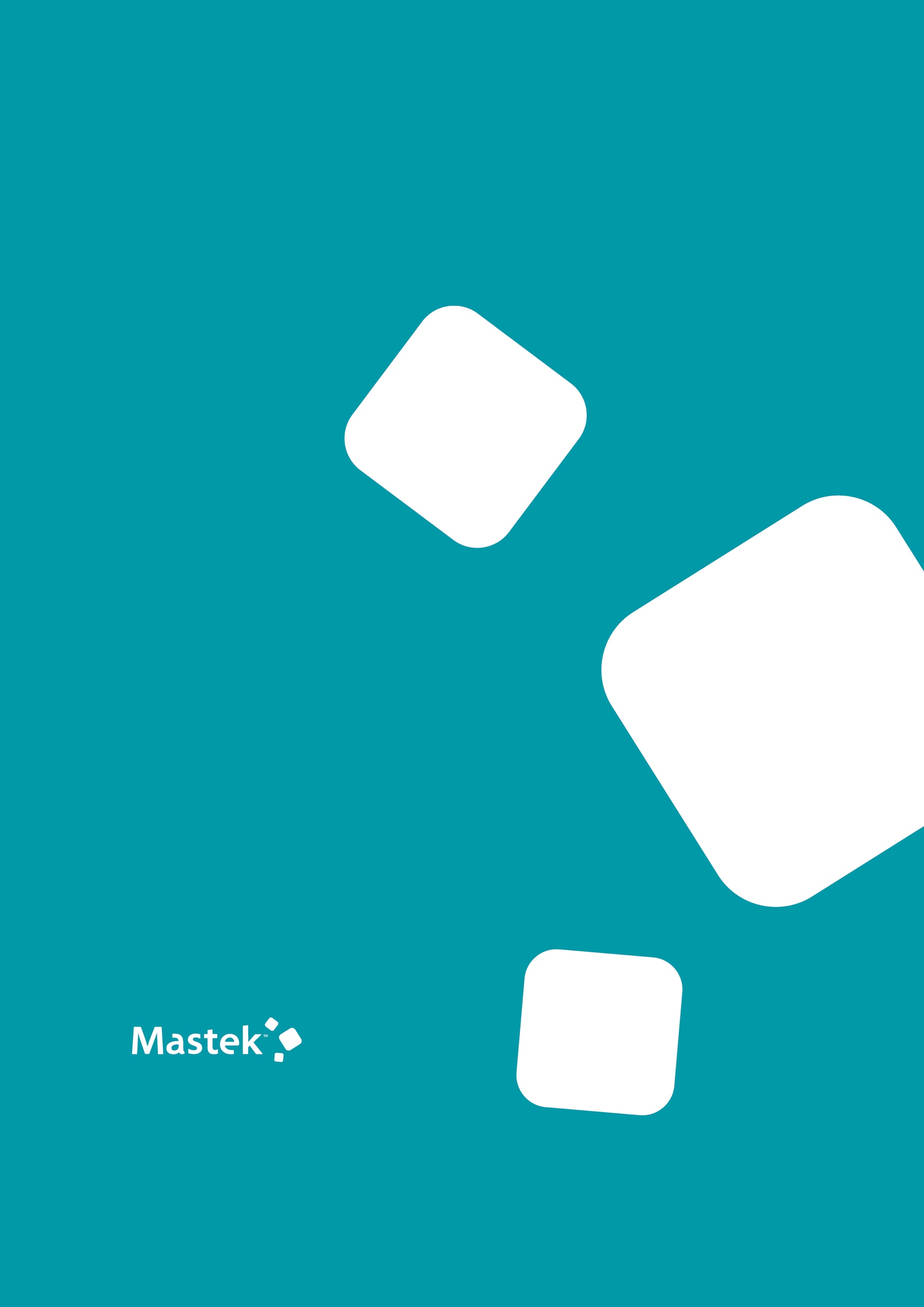
|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID** | **Test Scenario** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| OC01 | Views the list of team’s registered by owners | 1.Go to localhost:4200.  2.Click on Login link.  3. Enter Credentials  4.Click on list of team button | List of teams | Display list of teams | List of teams | Pass |
| OC02 | Views the list of players registered for his team. | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter Credentials  4.Click on list of Player button | List of players | Display list of players  Viewed  successfully | Display list of players  Viewed  successfully | Pass |
| OC03 | Registered a team | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter Credentials  4.Register team | team\_id,  team\_name, | Registered  Successfully | Registered  Successfully | Pass |
| OC04 | Edit Role of player | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter Credentials  4. Click on list of player button  5.Click on edit | Player\_id ,player\_role | Edit Successfully | Edit Successfully | Pass |
| OC05 | Delete player | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter Credentials  4. Click on list of player button  5.Click on Delete | Player list | Delete Successfully | Delete Successfully | Pass |

1. Test case for Admin:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID** | **Test Scenario** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| AC01 | View All registered user | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter Credentials  4. Click on user list | List of user | Display list of users | Display list of users | Pass |
| AC02 | View All registered team | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter Credentials  4. Click on team list | List of team | Display list of teams | Display list of teams | Pass |
| AC03 | View All registered player list | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter Credentials  4. Click on player list | List of players | Display list of players | Display list of players | Pass |
| AC04 | Delete team | 1. Go to localhost: 4200.  2. Click on Login link.  3. Enter Credentials  4. Click on team list  5.Click on Delete | Team details | Delete Successfully | Delete Successfully | Pass |

**Business features:**

1. There will no delay in time as it is digitalized nomination.
2. There will be complete transparency for all the owners and players who have registered.
3. This user friendly website makes system easily manageable for Admin.
4. A digital management system allows owner to access all player’s data, retrieving information such as players profile which helps owner to edit the role of player as batsman, bowler and captain allowing website to respond faster.
5. This digitalized system makes information more accessible to all users.



Global Headquarters  
Mastek UK Ltd  
Pennant House  
2 Napier Court, RG1 8BW

+44 (0)118 903 5700