

A Report on Player's auction & team making for tournament

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CERTIFICATE

This is certify that Md Iftekhar Hossain Tushar, Azizur Rahman Maruf and Ananya Das Gupta submit this project work entitled “**Player’s auction & team making for tournament**” is carried out in partial fulfillment for the award of the degree of bachelor of science (engineering) in Computer Science and Engineering. This is a record of their own work carried out by them under of supervision and guidance.

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Acknowledgment

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Abstract

“Player’s auction & team making for tournament” is the software which Nowadays, due to overwhelming of the number of tournaments held in universities, most organizers experiencing difficulties to manage and retrieve the required information. The modules are built to provide the display function of managing users’ and authorities’ identification, teams and players information and configuration. The purpose of this project is to improve player’s auction and team making. Tournament organizers able to manage information by editing teams and players information. In addition, the system used MySQL as data storage and Database Management System.

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CHAPTER 1

INTRODUCTION OF PROJECT

1.1 Summary

Literature survey:

For Literature Survey, we have visited website related to our system. We have also visited some website for learning methods related to JSwing for JAVA and SQL language for DBMS.

System Analysis:

In System analysis part, we have studied about requirement specification of our project. There is included functional and non -functional requirements of our project. We have also designed Software requirement specification called SRS for our system.

Testing parts are:

1. Unit testing
2. Functional testing
3. Non-Functional testing

1.2 Introduction of problem

Nowadays, most of the “**Player’s auction and team making for tournament**” system is having problem like offline registration, manage single tournament, manage statistics and maintain log of players, team and tournament and auction. It is difficult to manage multiple tournaments. It is also difficult to remind player before the match incase player forget the match day. So our proposed system will allow different tournament and make auction system more better.

1.3 Problem statement and explanation

1.3.1 problem statement

Generally, the most of the players auction and team making for tournament management system, having problem like offline registration, manage single tournament. It is difficult to manage record of each player profile and record of auction. Even there is problem to manage grouping of the players for a specific team.

1.3.2 Project Description

Our project is the replacement of the ordinary players auction and team management system. In ordinary system there is no system that handle multiple tournaments concurrently. In our proposed system which will allow to create multiple tournaments by tournament owner, user can log in by entering the right password and also as like authority and manage the auction system mainly. In our system it provides statistics of the players and also maintain player log. User can view players profile. Previous record and player log also can be managed. Authority can change the gallery.

1.4 Project useful to Society

This application is very useful for various sports and auction system. It will also help institutions for managing tournaments. So our application provide them a single platform for all the details and management of the tournament.

1.5 Technologies Requirements

- Personal Computer with a operating system.
- Java Development Kit.
- Apache Neat Beans.
- My SQL Workbench.
- My SQL connector with JAVA.

1.6 Background theory

1. Tournament Owner will organize tournament and advertise it to interested team.
2. Tournament Owner will start the registration of limited team as per his requirement.
3. Tournament Owner manage paperwork for player detail and team detail for record of the tournament
4. Tournament Owner display Rules and Regulation of tournament to every team.
5. Tournament Owner create match scheduling and give it to every team by phone or message.
6. Tournament Owner provide the score after end of the match.
7. Tournament Owner will give us the statistics of auction system.
8. Final team will win the tournament and give trophy to the team or prize Money.
9. Dealing with paperwork, phone call, emails and letters.

CHAPTER 2

LITERATURE REVIEW

Videos of paid course provided by Mohammed Abdul Bari Sir helps to learn JAVA, JAVA Swing, JAVA AWT. Packages and Methods are studied from Stack Overflow, Geeks for Geeks, Java Tutorial Point, W3school and some other random websites. To learn Java NetBeans form YouTube videos helped. Combining all knowledge made us stable for making the project properly.

CHAPTER 3

SYSTEM ANALYSIS

3.1 Introduction

3.1.1 Purpose

The purpose of this document is to provide the reader with general, background information about the software “Player’s auction and team making for tournament” system.

3.1.2 Scope

This document is intended for all the users to understand the usage and maintenance of the software who will know the basic knowledge of computer.

3.1.3 Documentation Conventions

Throughout this documentation, the following conventions have been used:

- Fonts: Times new Roman
- Size 16 for main heading
- Size 14 for sub heading
- Size 12 for the rest of the document

3.2 OVERALL DESCRIPTION

3.2.1 Product Perspective

This system is replacement for the depend on paperwork for players auction and team making system. This project provides match scheduling and player profile and team and player profile auctioning.

3.2.2 Product Function

Tournament Registration:

In registration function new tournament create by tournament owner and register their tournament.

User login:

User can log in hereby their own password and watch the statistics of the match.

Authority login:

Here the authority has the access to control and maintain the match.

Auction:

In this function it shows players ordering with their category when a specific playing type selected. Authority selects a player to make auction giving proper information to the buyer. Sold players are added to corresponding team.

User characteristics:

User of this application knows basic knowledge of operating by user manuals.

3.2.3 Constraint, Assumption and Dependencies

My-SQL server will be used as a SQL engine and database user may access system from any computer that has java connection with SQL. User and authority must have to enter correct user name and password.

3.3 Special Requirement

3.3.1 User Interface

There are three different user interfaces in this system. That is one for tournament, one for user and one for authority and one for auction system.

3.3.2 Hardware Interface

Personal computer for user to view notification.

3.3.3 Software Interface

Any windows-based operation system, My SQL server, Apache NetBeans.

3.4 Functional Requirement

Authority/Tournament Owner:

- Tournament Owner can register for new team.
- Tournament Owner can log in with the perfect user's name and password
- Tournament Owner can create new team
- Tournament owner can view all the match details
- Tournament Owner can schedule the match
- Tournament Owner will maintain the auction system

User

- User can log in by their desirable name and password
- User can see the player information
- User can view the team information
- User can change the password

3.5 Other non-functional Requirement

- Scalability
- Reliability
- Regulatory
- Maintainability
- Serviceability
- Utility
- Security
- Data integrity
- Capacity
- Availability
- Usability
- Interoperability
- Environmental

CHAPTER 4

SYSTEM DESIGN

4.1 System Flow Chart Diagram

The system flow diagram is one of the graphical representations of the flow of data in a system in software engineering. The diagram consists of several steps that identify where the input is coming to the system and output going out of the system.

4.1.1 Authority Flow

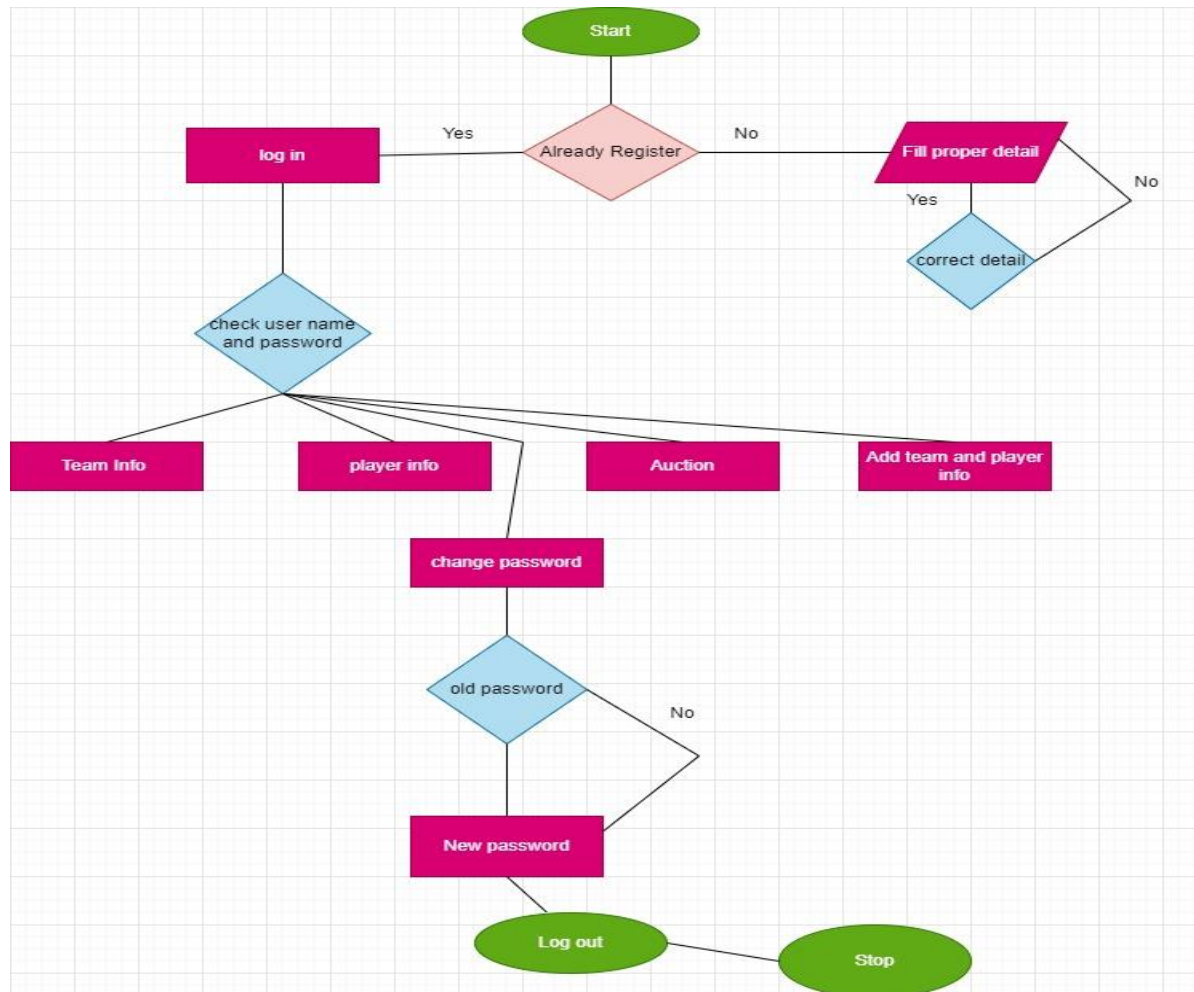


Figure: Authority flow diagram

4.1.2 System Flow for User

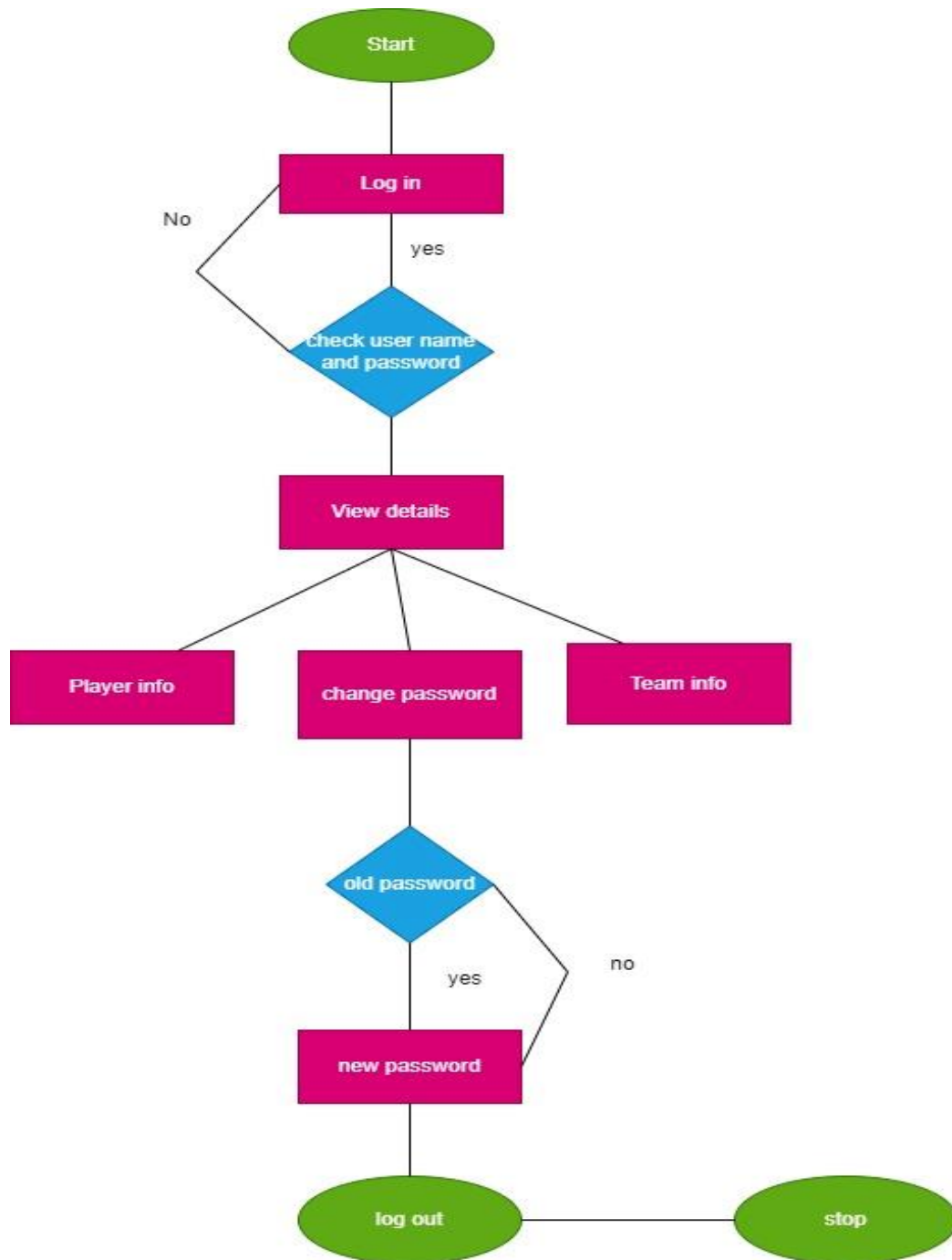


Figure: User flow diagram

4.2 UML Diagram

Unified Modeling Language (UML) combines techniques from data modeling (entity relationship diagram) and component modeling. It can be used with all processes, throughout the software development life cycle, and across different implementation technologies.

4.2.1 Use case Diagram

In UML, use-case diagrams model the behavior of a system and help to capture the requirements of the system.

Use-case diagrams describe the high-level functions and scope of a system. These diagrams also identify the interactions between the system and its actors. The use cases and actors in use-case diagrams describe what the system does and how the actors use it, but not how the system operates internally.

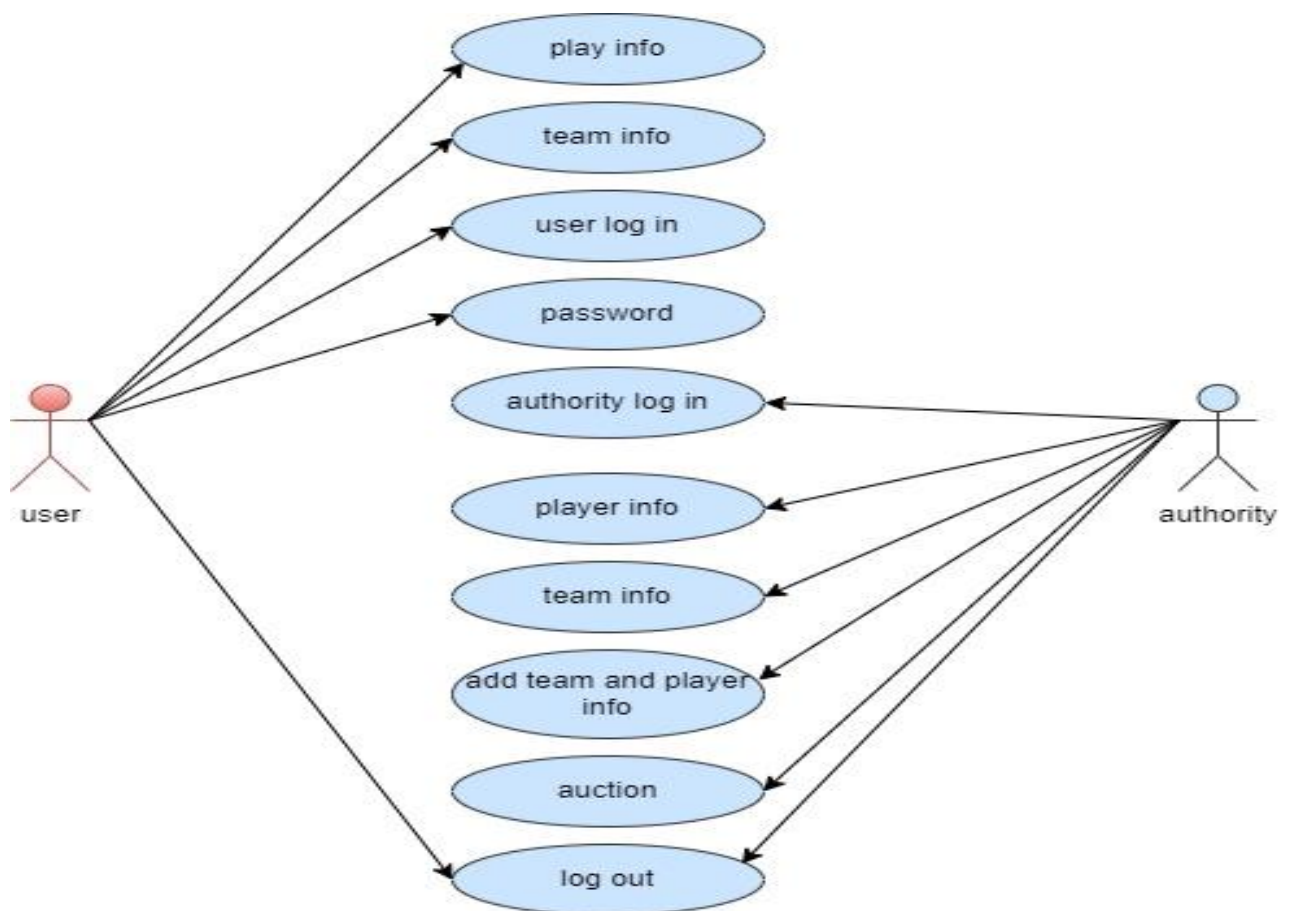


Figure: Use case diagram

4.2.2 Class Diagram

In software engineering, a class diagram in the unified modeling language (UML) is a type of static structure diagram.

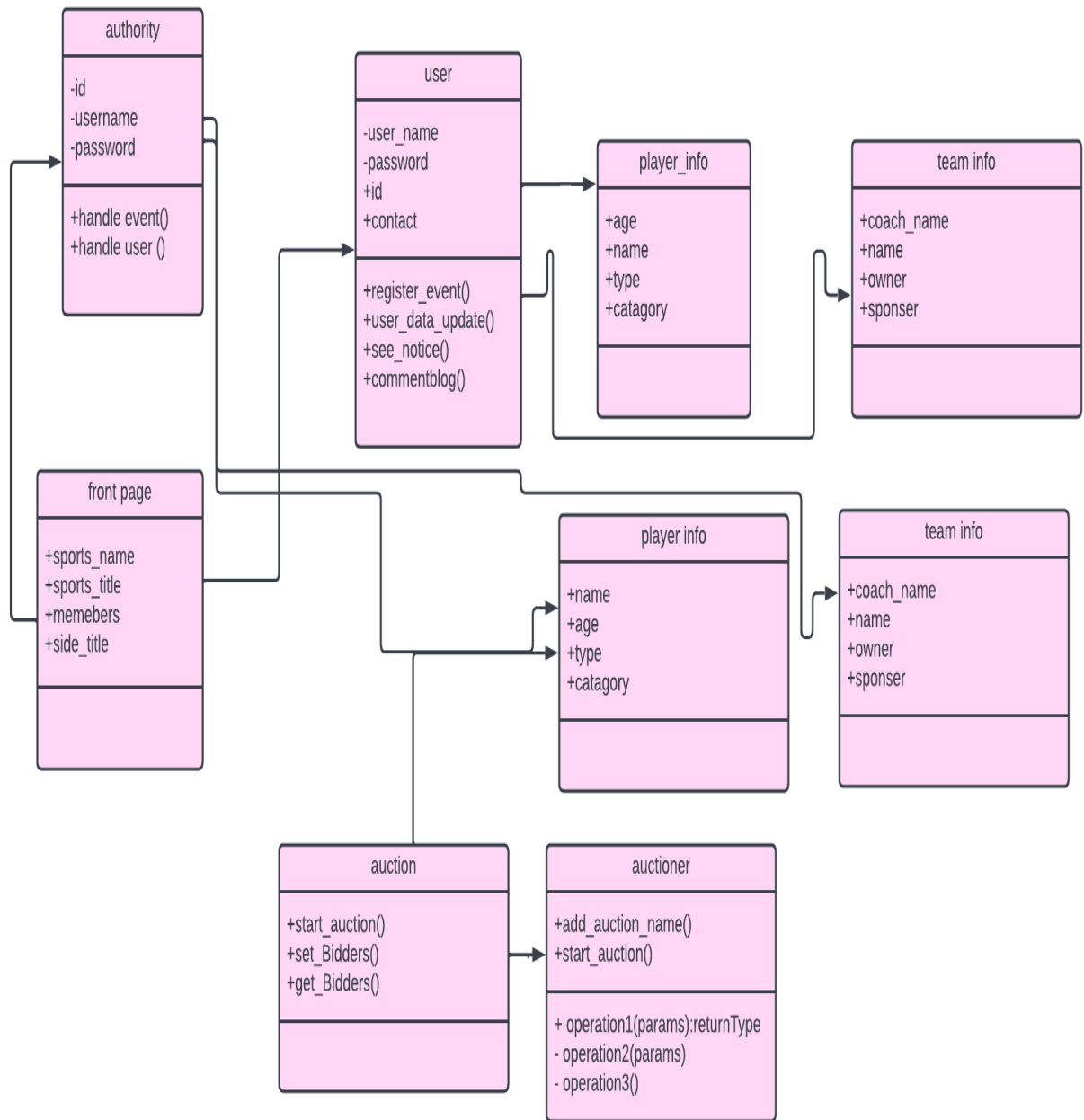


Figure: Class diagram

4.2.3 Process Diagram

A Process Flow Diagram (PFD) is a type of flowchart that illustrates the relationships between major components at an industrial plant. It's most often used in chemical engineering and process engineering, though its concepts are sometimes applied to other processes as well. It's used to document a process, improve a process or model a new one. Depending on its use and content, it may also be called a Process Flow Chart, Flowsheet, Block Flow Diagram, Schematic Flow Diagram, Macro Flowchart, Top-down Flowchart, Piping and Instrument Diagram, System Flow Diagram or System Diagram.

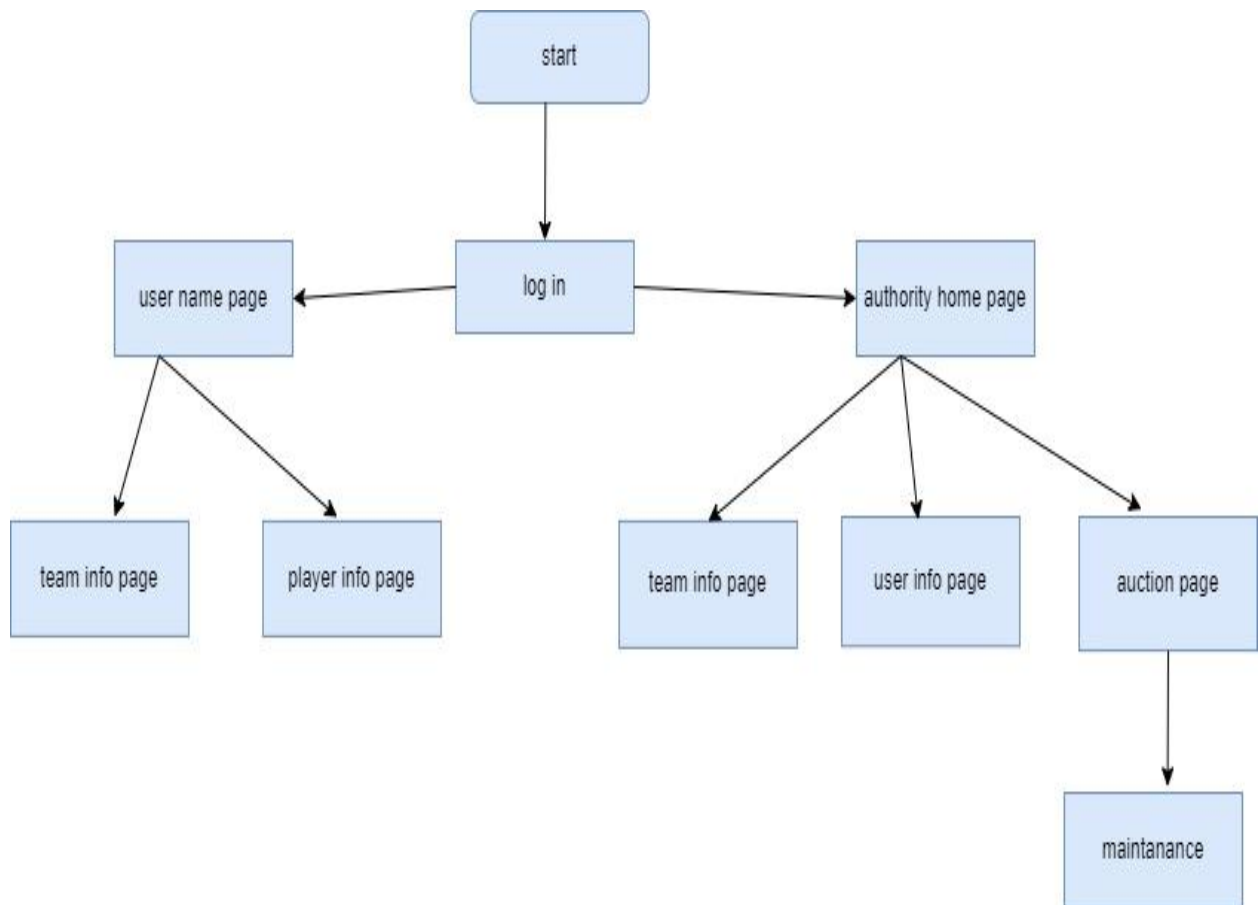


Figure: Process diagram

4.2.4 Activity Diagram:

Activity diagram represent the dynamics of the system. It focuses on representing various activities or chunk of processing and their sequence of activities Activity diagram are used to show the work flow of a system.

Activity for user:

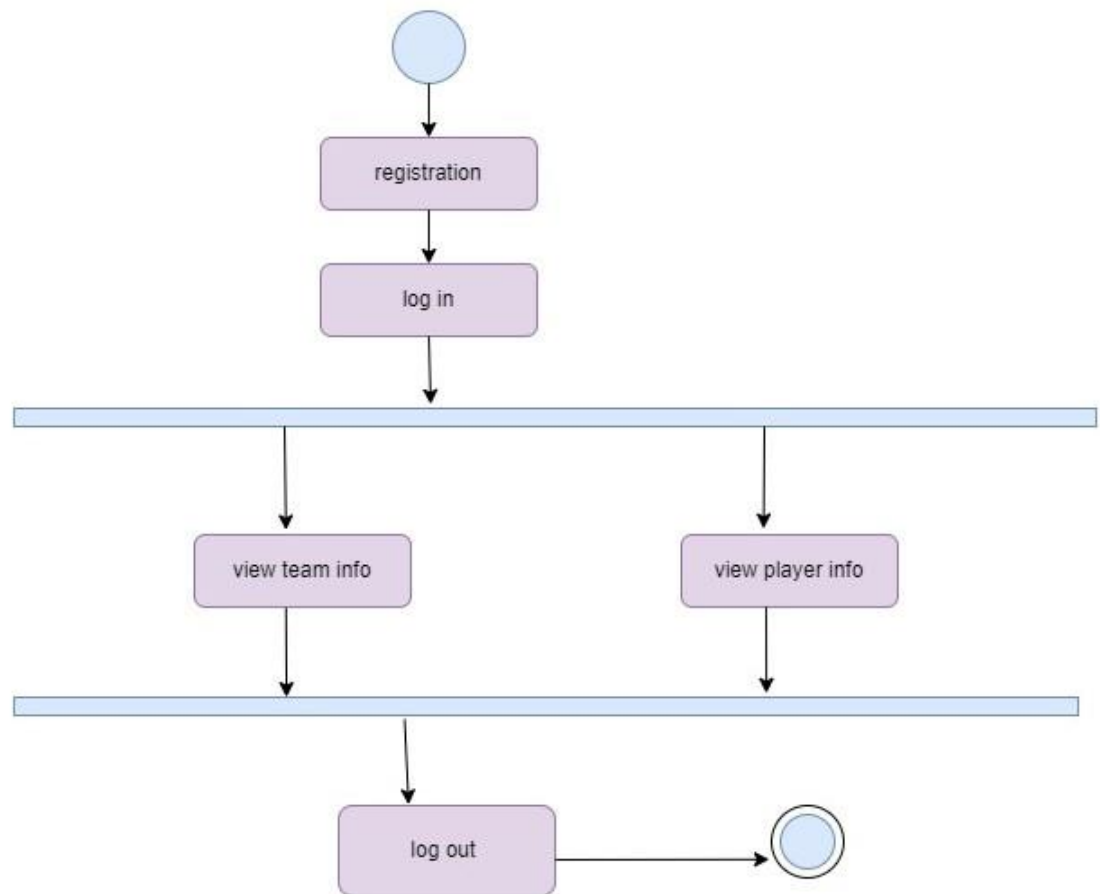


Figure: User activity diagram

Activity for Authority:

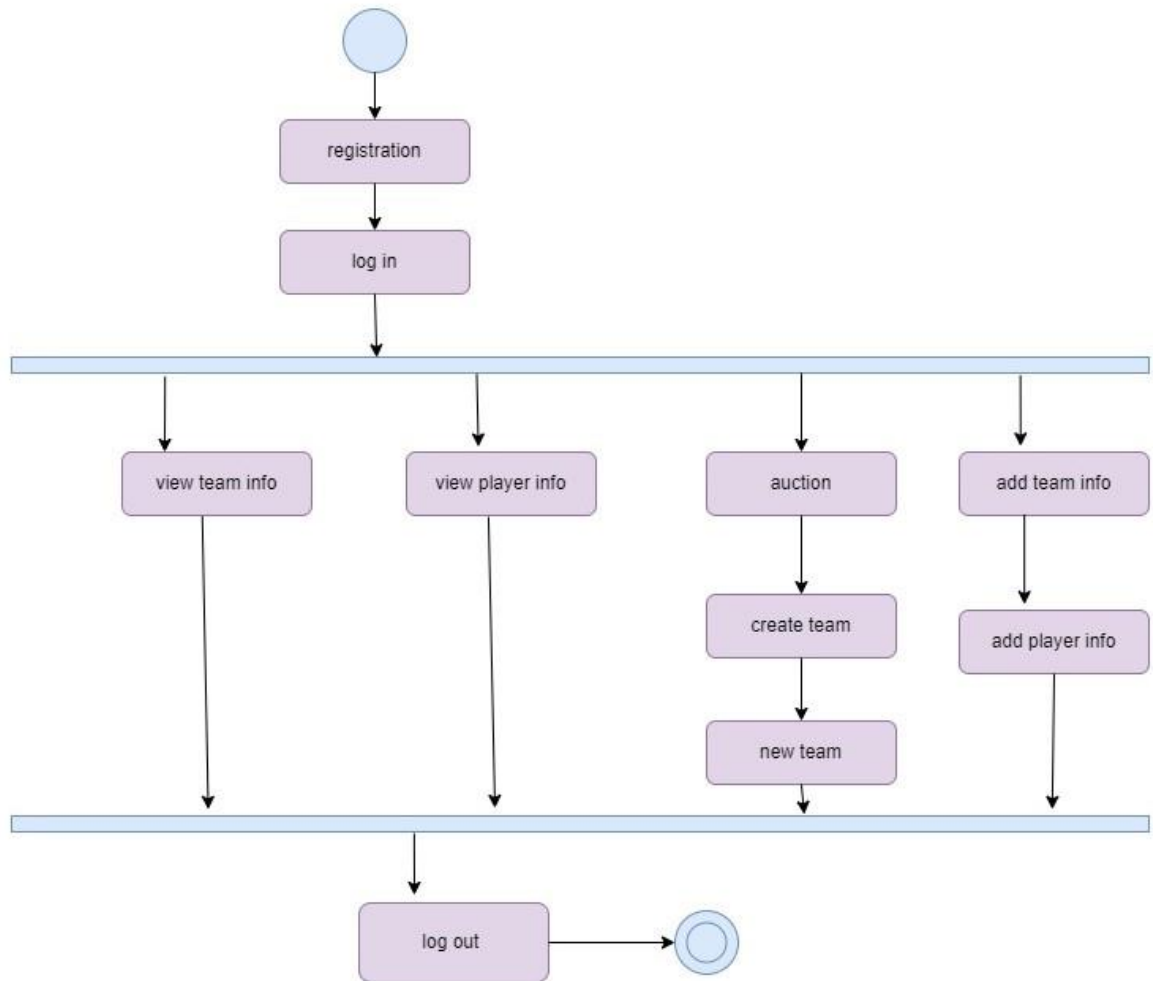


Figure: Authority activity diagram

4.3 Database Design

4.3.1 E-R Diagram

An entity-relationship model (ER model) is a data model for describing the data or information aspects of a business domain or its process requirements, in an abstract way that lends itself to ultimately being implemented in a database such as a relational database. The main components of ER models are entities(things) and the relationships that can exist among them, and database.

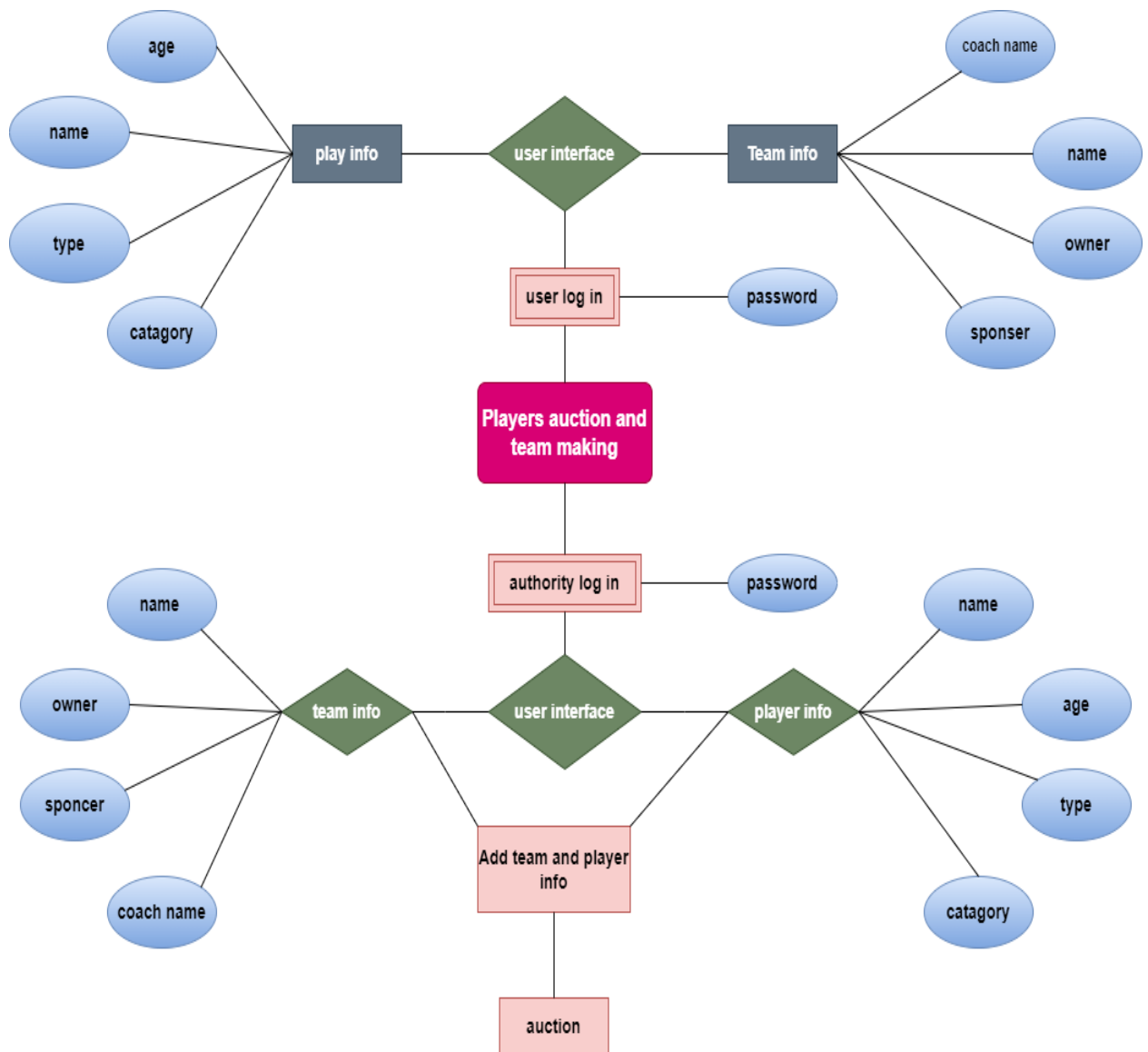


Figure: E-R diagram

4.3.2 Data dictionary

Column name	Data type	Size	Constraints	Description
player_name	String	100	Primary key	Name of a player
Player_age	int	5	Not null	Age of player
player_category	String	100	none	Category of a player
player_type	String	100	none	Type of a player
player_team	String	100	none	Team of a player
sold_price	float	10	none	Buying price of a player
user_name	String	100	Primary key	user
user_password	String	100	none	User password
authority_name	String	100	Primary key	Authority
authority_password	String	100	none	Authority password
team_name	String	100	Primary key	Team name
team_owner	String	100	none	Team owner
team_sponser	String	100	none	Team sponsor
team_coach	String	100	none	Team coach

4.3.3 Data Flow Diagram

A data flow diagram (DFD) maps out the flow of information for any process or system. It uses defined symbols like rectangles, circles and arrows, plus short text labels, to show data inputs, outputs, storage points and the routes between each destination. Data flowcharts can range from simple, even hand-drawn process overviews, to in-depth, multi-level DFDs that dig progressively deeper into how the data is handled. They can be used to analyze an existing system or model a new one. Like all the best diagrams and charts, a DFD can often visually “say” things that would be hard to explain in words, and they work for both technical and nontechnical audiences, from developer to CEO. That’s why DFDs remain so popular after all these years. While they work well for data flow software and systems, they are less applicable nowadays to visualizing interactive, real-time or database-oriented software or systems.

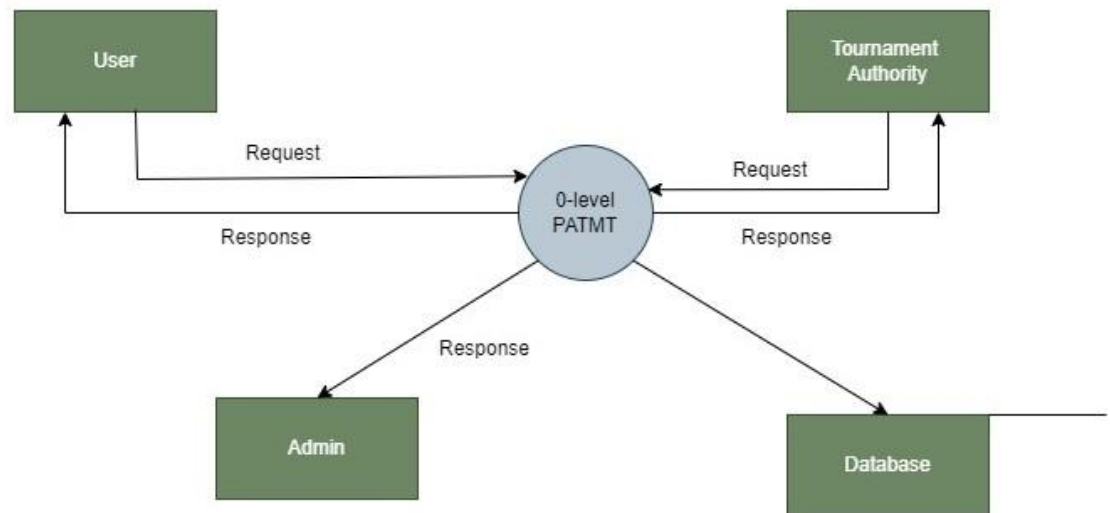
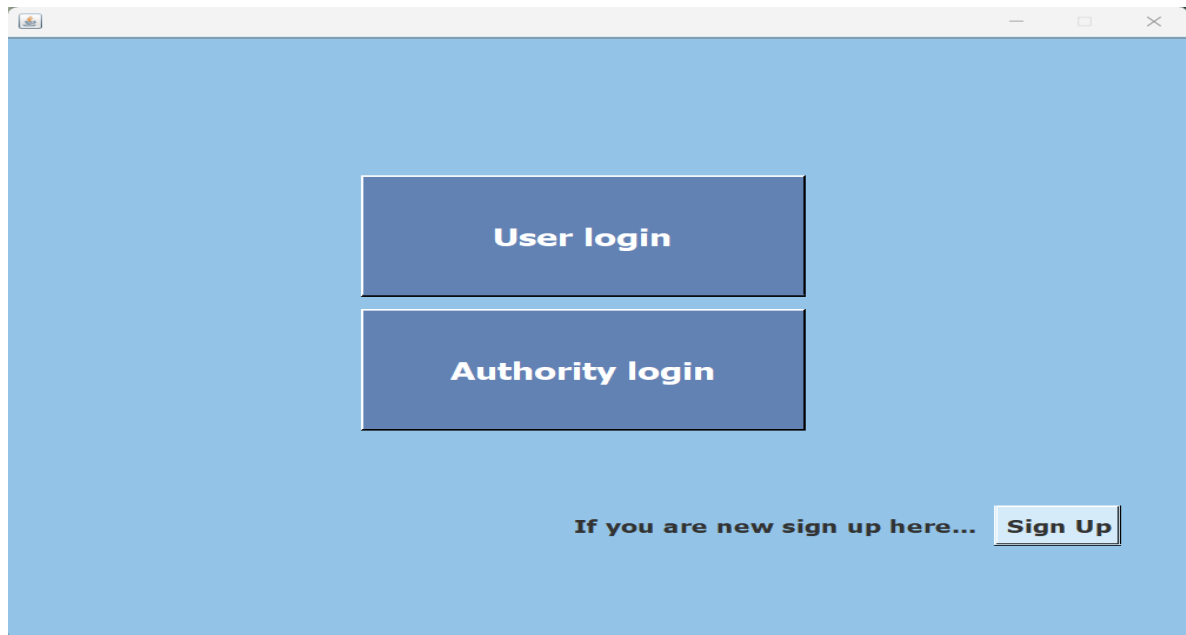


Figure: Data flow diagram

CHAPTER 5

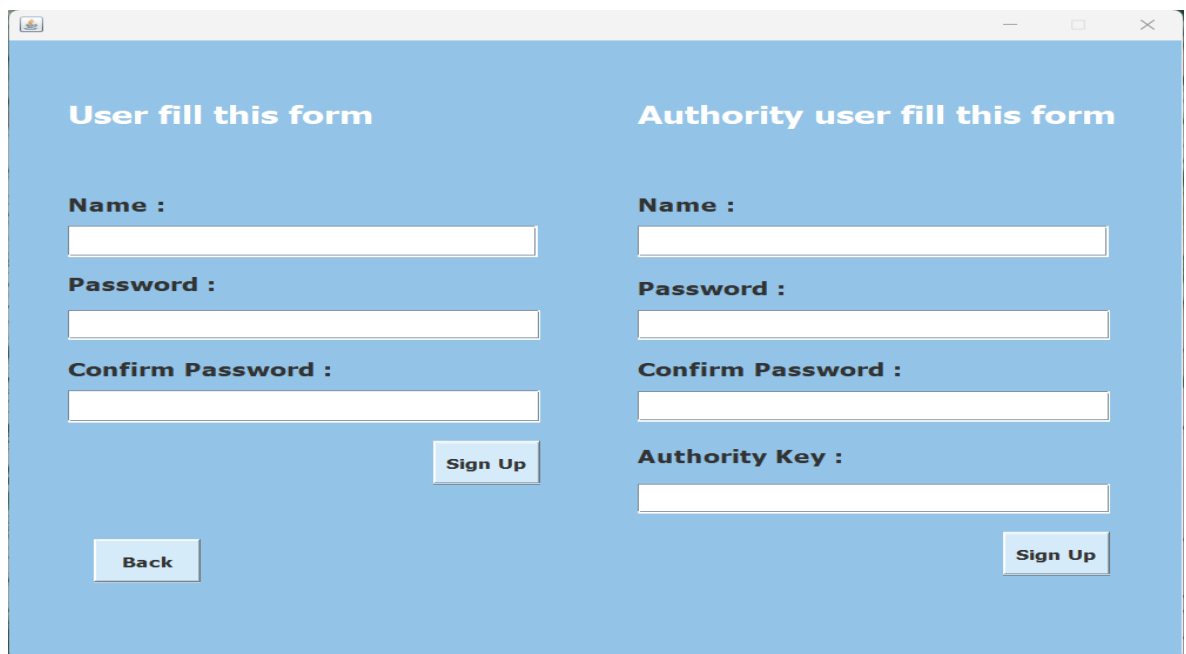
IMPLEMENTATION

5.1 Home page



A screenshot of a web browser window displaying a home page with a light blue background. In the center, there are two stacked dark blue buttons with white text: "User login" on top and "Authority login" on the bottom. At the bottom right, there is a link that says "If you are new sign up here..." followed by a "Sign Up" button.

5.2 Sign up page



A screenshot of a web browser window displaying a sign-up page with a light blue background. The page is divided into two columns. The left column is titled "User fill this form" and contains three input fields labeled "Name :", "Password :", and "Confirm Password :", followed by a "Sign Up" button and a "Back" button at the bottom. The right column is titled "Authority user fill this form" and contains three input fields labeled "Name :", "Password :", and "Confirm Password :", followed by an "Authority Key :" input field, and a "Sign Up" button at the bottom.

5.3 Authority Login page

The screenshot shows a web browser window with a light blue background. The login form consists of three input fields: "Authority User Name:" containing the text "tushar", "Password:" containing masked characters ".....", and "Authority Key:" containing masked characters ".....". A "Verify" button is positioned to the right of the "Authority Key" field. A "Back" button is located at the bottom left. A modal message box titled "Message" is displayed in the center, showing an information icon, the word "Verified", and an "OK" button.

5.4 Authority page

The screenshot shows a web browser window with a light blue background. The page features five dark blue buttons with white text arranged in a grid: "Team Info" and "Player Info" in the top row, "Add team & player" in the middle row, and "Change Pass" and "Auction" in the bottom row. A "Back" button is located at the bottom left.

5.5 Authority Team and Players' information adding page

Team information

Name :

Ower :

Sponser :

Coach Name :

ADD

Back

Player information

Name :

Age :

Playing Type :

Category :

ADD

5.6 Authority Team information page

Team Information :

Team Name	Team Owner	Team Sponser	Coach Name
cse1	emon	fanta	farhan
cse2	lammim	ring	shah
cse3	masum	bookreader	hasan
cse4	mahfuj	bikebd	rahman
cse5	anisur	pulserbd	anis rahman
cse6	jamil	footbalchamp	hossain
cse7	lalsing	pressure machine	jabed ali
cse8	shafayat	architech	sayem
cse9	jabed ali	kaptan	jabir

cse4 mahfuj bikebd rahman

Back select row,change information & click edit... **Edit**

5.7 Authority Players information page

Player Information :

Player Name	Player Age	Playing Type	Category	Team	Sold Price
antor	27	all	a	0	0
simon	26	all	a	0	0
sazzad	24	all	a	0	0
mizanur	24	all	b	0	0
maruf	24	all	b	cse4	4500
arifur	21	all	b	0	0
chandra	21	all	b	0	0
utsho	23	all	b	0	0
fuad	24	all	b	cse1	56000
mamun	25	all	b	0	0
siam	24	all	c	0	0
lammim	29	all	d	0	0
moshiur	32	ball	a	cse1	78900
sabuj	29	ball	a	0	0
faisal	24	ball	b	0	0
firoz	25	ball	b	0	0
jamil	25	ball	b	0	0

maruf 24 all b cse4 4500

Back select row,change information & click edit... **Edit**

5.8 Authority Change Password page

Authority's Name:

tushar

Authority's Old Password :

.....

New Password :

...

Confirm Password :

...

Back **Change**

Message

Password changed

OK

5.9 Authority Auction page

Auction :

Teams Information :

name	Q_Players
0	24
cse1	8
cse3	1
cse4	2
cse6	3
cse9	1

players of a team

Back

Players Information :

Playing Type :

Name	Category
antor	a
sazzad	a
chandra	b
mizanur	b
utsho	b
siam	c
lammim	d

5.10 Authority Player Auction page

Players Information :

Name :

Age :

Type :

Category :

Team name :

Price :

Back

Confirm

5.11 Users login page

The screenshot shows a web browser window with a light blue background. In the center, there is a login form with two input fields. The first field is labeled "User Name:" and contains the text "tushar". The second field is labeled "Password:" and contains a series of dots. Below the password field is a "Verify" button. To the left of the "Verify" button is a "Back" button. A small dialog box titled "Message" is overlaid on the form, displaying an information icon, the word "Verified", and an "OK" button.

User Name:

tushar

Password:

.....

Verify

Back

Message

Verified

OK

5.12 Users page

The screenshot shows a web browser window with a light blue background. In the center, there are four dark blue rectangular buttons arranged in a 2x2 grid. The buttons are labeled "Team Info", "Player Info", "Change Pass", and "Players of Team". To the left of these buttons is a "Back" button.

Team Info

Player Info

Change Pass

Players of Team

Back

5.13 Users team information page

Team Information :			
Team Name	Team Owner	Team Sponser	Coach Name
cse1	emon	fanta	farhan
cse2	lammim	ring	shah
cse3	masum	bookreader	hasan
cse4	mahfuj	bikebd	rahman
cse5	anisur	pulserbd	anis rahman
cse6	jamil	footbalchamp	hossain
cse7	lalsing	pressure machine	jabed ali
cse8	shafayat	architech	sayem
cse9	jabed ali	kaptan	jabir

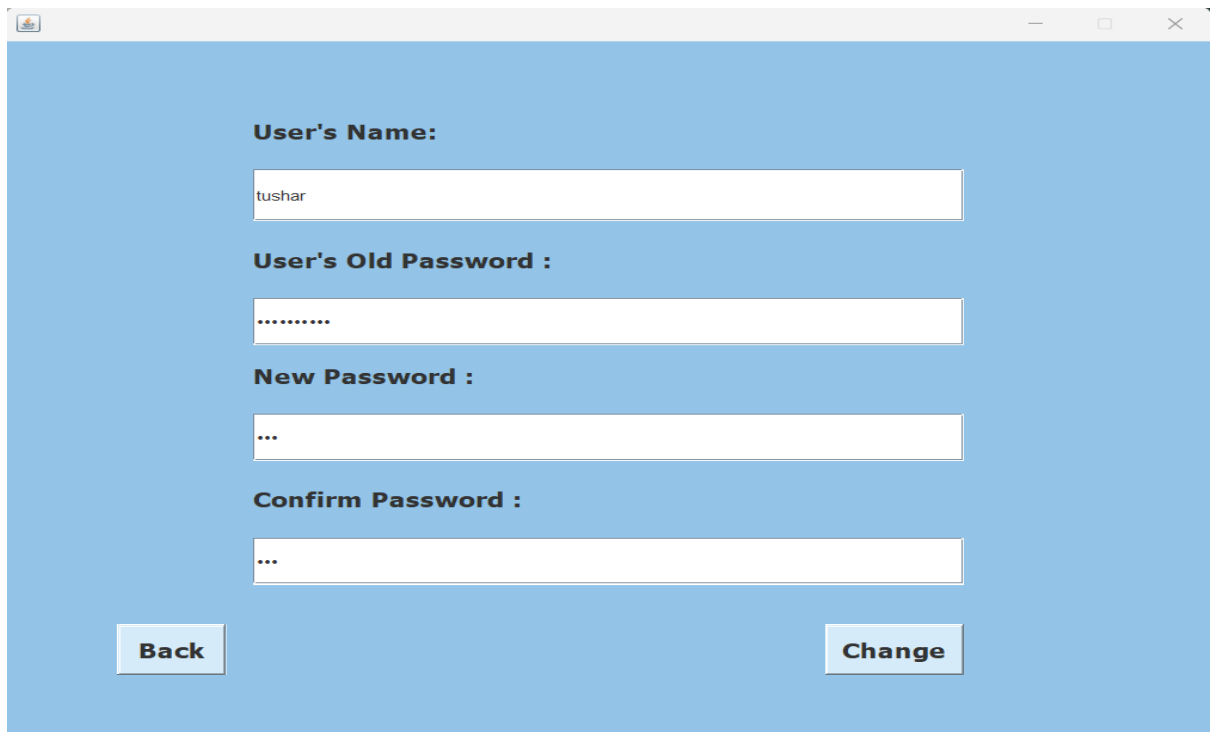
Back

5.14 Users players information page

Player Information :						
Player Name	Player Age	Playing Type	Category	Team	Sold Price	
antor	27	all	a	0	0	
simon	26	all	a	0	0	
sazzad	24	all	a	0	0	
mizanur	24	all	b	0	0	
maruf	24	all	b	cse4	4500	
ariful	21	all	b	0	0	
chandra	21	all	b	0	0	
utsho	23	all	b	0	0	
fuad	24	all	b	cse1	56000	
mamun	25	all	b	0	0	
siam	24	all	c	0	0	
lammim	29	all	d	0	0	
moshiur	32	ball	a	cse1	78900	
sabuj	29	ball	a	0	0	
faisal	24	ball	b	0	0	
firoz	25	ball	b	0	0	
jamil	25	ball	b	0	0	
ador	27	ball	c	0	0	
rakib	27	ball	c	0	0	
anisur	27	bat	a	0	0	
mahfuj	25	bat	a	0	0	
masum	28	bat	c	0	0	
sumon	24	bat	c	0	0	
tushar	24	bat	c	cse1	12333	

Back

5.15 Users Password Change page



The screenshot shows a web application window titled "Password Change". The background is light blue. The form contains four input fields with labels: "User's Name:" (containing "tushar"), "User's Old Password:" (containing "....."), "New Password:" (containing "..."), and "Confirm Password:" (containing "..."). At the bottom, there are two buttons: "Back" on the left and "Change" on the right.

User's Name:

tushar

User's Old Password :

.....

New Password :

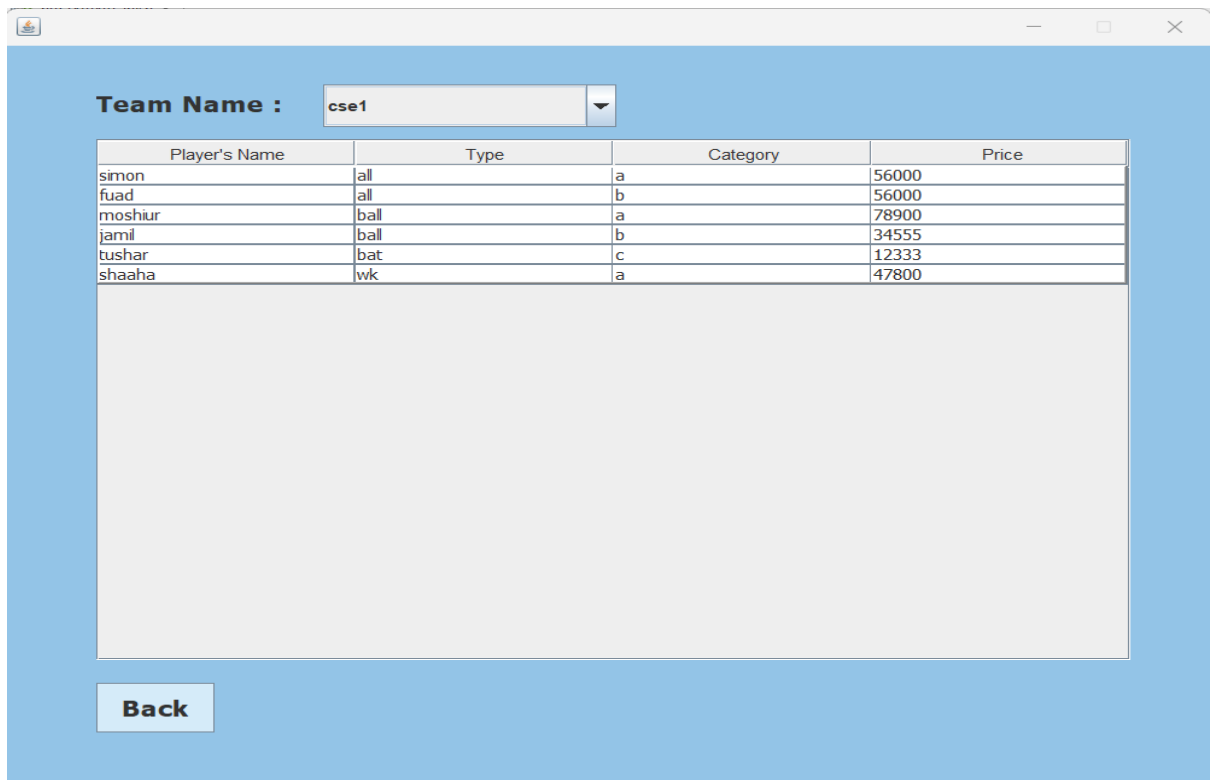
...

Confirm Password :

...

Back **Change**

5.16 Users Players for a team page



The screenshot shows a web application window titled "Players for a team". The background is light blue. At the top, there is a label "Team Name :" followed by a dropdown menu showing "cse1". Below this is a table with four columns: "Player's Name", "Type", "Category", and "Price". The table contains six rows of data. Below the table is a large empty rectangular area. At the bottom left, there is a "Back" button.

Team Name : cse1

Player's Name	Type	Category	Price
simon	all	a	56000
fuad	all	b	56000
moshiur	ball	a	78900
jamil	ball	b	34555
tushar	bat	c	12333
shaaha	wk	a	47800

Back

5.17 Relational table for storing Player's information

Navigator

SCHEMAS

Filter objects

I3s1

- Tables
 - player_info
 - signup_authority
 - signup_user
 - team_info
- Views
- Stored Procedures
- Functions
- teamdata

Administration Schemas

Information

No object selected

player_info team_info signup_authority signup_user

1 • SELECT * FROM I3s1.player_info;

Result Grid

player_name	player_age	player_type	player_category	player_team	sold_price
ador	27	ball	c	0	0
alamin	29	wk	a	0	0
anisur	27	bat	a	0	0
antor	27	all	a	0	0
arifur	21	all	b	0	0
chandra	21	all	b	0	0
emon	24	bat	c	0	0
faisal	24	ball	b	0	0
firoz	25	ball	b	0	0
fuad	24	all	b	cse1	56000
hossain	24	wk	b	0	0
jamil	25	ball	b	cse1	34555
khokon	28	wk	c	0	0
lammim	29	all	d	0	0
liyon	34	wk	a	0	0
mahfuj	25	bat	a	0	0
mamun	25	all	b	0	0
maruf	24	all	b	cse4	4500
masum	28	bat	c	0	0
mizanur	24	all	b	0	0
moshiur	32	ball	a	cse1	78900
musfir	22	wk	c	0	0

player_info 1 x

5.18 Relational table for storing Teams information

Navigator

SCHEMAS

Filter objects

I3s1

- Tables
 - player_info
 - signup_authority
 - signup_user
 - team_info
- Views
- Stored Procedures
- Functions
- teamdata

Administration Schemas

Information

No object selected

player_info team_info signup_authority signup_user

1 • SELECT * FROM I3s1.team_info;

Result Grid

team_name	team_owner	team_sponser	team_coach
cse1	emon	fanta	farhan
cse2	lammim	ring	shah
cse3	masum	bookreader	hasan
cse4	mahfuj	bikebd	rahman
cse5	anisur	pulserbd	anis rahman
cse6	jamil	footballchamp	hossain
cse7	lalsing	pressure machine	javed ali
cse8	shafayat	architech	sayem
cse9	javed ali	kaptan	jagir
NULL	NULL	NULL	NULL

team_info 1 x

5.17 Relational table for storing users login information

The screenshot shows a database management tool interface. On the left, the 'Navigator' pane displays the 'SCHEMAS' tree with 'l3s1' expanded, showing tables: 'player_info', 'signup_authority', 'signup_user', and 'team_info'. The main pane shows the 'signup_user' table selected. The SQL editor contains the query: `SELECT * FROM l3s1.signup_user;`. The 'Result Grid' shows the following data:

	name	password
▶	maruf	123
	tushar	123
*	NULL	NULL

5.17 Relational table for storing Authorities login information

The screenshot shows the same database management tool interface, but with the 'signup_authority' table selected. The SQL editor contains the query: `SELECT * FROM l3s1.signup_authority;`. The 'Result Grid' shows the following data:

	name	password
▶	tushar	123
*	NULL	NULL

CHAPTER 6

TESTING AND ANALYSIS

6.1 Testing and Result Analysis

The software, which has been developed, has to be tested to prove its validity. Testing is considered as the least creative phase of the whole cycle of system design. In the real sense it is the phase, which helps to bring out the creativity of the other phases and makes it shine.

6.1.1 Testing

The Testing that we have done ----

- Unit testing
- Black box testing
- White box testing
- Debugging
-

6.1.2 Result Analysis

Serial No.	Module	Load time (sec)	Accuracy (%)	Status
1	User log in	.352s	100	Complete
2	Authority login	.275	100	Complete
3	Add player info	.398	100	Complete
4	Add team info	.482	100	Complete
5	Auction	1.09	100	Complete

6.2 Advantages

Our application is useful for Tournament Owner and User too. It will reduce paperwork for Tournament Organization for making team and for Auction. System will provide match scheduling. It is also provide adding new team and add new player.

6.3 Usefulness with respect to Existing system

There is Offline registration in existing system but, our System provides online registration for manage tournament auction and team making.

6.4 Unique feature of project

1. System provides automatic auctioning
2. It provides add new team and add new player
3. It provides statistics of match

CHAPTER 7

FUTURE ENHANCENMENT

There is wide scope for expansion of this project. The following are aspect of this project which is explained below.

1. In this, online payment for user can be implemented.
2. Live score update during live match and guest user can view score of live matches.
3. Tournament Owner side module can be implemented in Android Application.
4. Expansion of Android Application can be implemented
5. There is also possibility of Application for windows phone and IOS.

CONCLUSION

In our proposed system, system will allow to create multiple tournament team by maintain the auction system. User and Team owner can use this system .In our system match scheduling can be done automatic or manual .It provides statistics of the match and also maintain user log in. User can view the record present and past record. Admin can update the new schedule and match. It will avoid duplication of tournament for user and team owner.

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