SYNOPSIS

Project Group No: B13

Register No:	**Name:**
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Project Title: Sports Intermediary Application

Name of the Guide: Smt.Umamaheswari.P,Assistant Professor Department of Computer Science and Engineering/CSE/SRC/SASTRA

Abstract:

This Sports Intermediary application is designed to serve as a seamless intermediary, connecting tournament conductors and players in the world of sports. The platform offers a straightforward and efficient solution for organizing and participating in real-time sports events. This Application facilitates instant messaging and announcements between tournament conductors and players, creating a collaborative and connected community. It enables live monitoring of events, allowing conductors and players to stay informed about ongoing matches, scores, and overall tournament progress in real time. The objective is to provide a user-friendly platform that acts as a bridge between tournament conductors and players, fostering efficient communication and enhancing the overall experience of real-time sports events.

Specific Contribution:

This Communication-center facilitates seamless communication between tournament organizers and participants. Organizers can share announcements, updates and engage in direct messaging with participants, enhancing overall communication efficiency.

Specific Learning:

Learnt what is flask and different types of flask modules like URL Building,Flask App Routing,Flask Session,Flask Flashing,Flask Mysqldb etc.

Technical Limitations & Ethical Challenges faced

As the user base grows, scalability becomes a challenge. Ensuring that the application can handle increased traffic, data volume, and concurrent user interactions without sacrificing performance is crucial.

Keywords: Sports Intermediary,Real-time Sports Events,Instant-Messaging,Tournament Conductor,User-Friendly Platform.

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Name & Signature of the Student   **Signature of Guide**

Date: