**MARINGO SPORTS CLUB SYSTEM**

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**PROJECT NAME**: MARINGO SPORTS CLUB SYSTEM

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**DECLARTION**

This project is rightfully mine and its copyright ©.There is no other copy of this project elsewhere.

**DEDICATION**

I dedicate this project to my computer teacher, Mr. Walter Ombiro who provided the appropriate guidance and support while building this project.

**ACKNOWLEDGEMENT**

I would like to acknowledge the school administration for providing the necessary materials for the project to be undertaken and for providing sufficient time for building this project. I would also like to express my sincere gratitude to my parents who have supported me all my education life.

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# CHAPTER 1: INTRODUCTION

Maringo Sports Club was formed by Maringo County with the intention of developing talent among youths within the county in various games.

# CHAPTER 2: ANALYSIS

## 2.1 Problem identification and definition

Maringo Sports Club was formed by Maringo County in order to develop the youths’ talents in various games. However, the number of youths and games have increased. This has led to overwhelming of the current system leading to inefficiency within the club as it uses manual files and spreadsheets hence a poor working environment. Thus the club needs a computerized system to manage the club’s activities.

## 2.2 Overview and structure of the current system

The current system uses manual record management system whereby the clerk is required to keep the records of sold items and stock levels. The system uses manual spreadsheets for computations and accounting of surcharged items, items purchased etc., in order to manage the club items appropriately. Manual storage records are also used in the club for record keeping.

## 2.3 Limitation of the current

**The current system has the following limitations:**

* + - 1. Use of manual recording has led to take up of large physical space.
      2. It is expensive to maintain records as it requires many personnel to maintain it.
      3. The system is slow and cumbersome.
      4. The system is prone to inaccuracies due to manual computations and calculations

## 2.4 Overview and structure of the proposed system

According to the current system the problem in hand is to come up with an automated system for enrolling and categorizing members of the club, registering of games played. Calculations of membership fees, registering of sales and electronic management of records for efficient club administration.

### Objectives

The goal for developing an automated computerized system for Maringo Sports Club is to promote efficient and effective administration of the club. **The proposed system should:**

* + - * 1. Maintain details of the club and their roles.
        2. Maintain details of sports in the club
        3. Maintain records of items purchased and their subsequent stock levels.
        4. Maintain records of all facilitation fees for all sports.
        5. Compute membership fee, discounted prices, total amount for items bought, commission, facilitation and surcharged fee together with total income for the club.
        6. Generate appropriate reports

### Scope

**The system is capable of:**

1. Maintain details of the club and its roles.
2. Maintain details of sports in the club.
3. Maintain records of items purchased and their subsequent stock levels.
4. Maintain records all facilitation fees for all sports.
5. Compute membership fee, discount prices, total amount for items bought, commission and surcharged fee together with total income for the club.
6. Generate appropriate reports.

### Benefits

**The system has the following benefits:**

The system involves taking of less physical space.

It requires minimum expenses as the no of workers are reduced and work is automated.

The system is fast and efficient for example the ease of retrieving data unlike the manual system.

The proposed system has minimal or no computation and calculation errors.

### Feasibility

I conducted a feasibility study which is majorly involved the review of the current system.

**I compiled the following report:**

* 1. Schedule feasibility

The schedule indicates that the project would take a period of seven months to be fully completed.

* 1. Legal feasibility

The proposed system will not violate any of state laws.

* 1. Technical feasibility

There is need to upgrade the current infrastructure and installation of new equipment to support the new system.

* 1. Operational feasibility

There is need to employ new technical staff certified in system administration as the system needs qualified personnel to undertake the job.

* 1. Economic feasibility

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Item | Year 1 | Year 2 | Year 3 | Amount |
| Development cost | 500,000 | 00,000 | 00,000 | 500,000 |
| Infrastructure | 800,000 | 50,000 | 10,000 | 860,000 |
| Maintenance cost | 30,000 | 30,000 | 250,00 | 85,000 |
| **Total expenditure:** 995,000 | | | | |
| Project profit | 350,000 | 400,000 | 600,000 | 1,350,000 |
| Savings on labour | 450,000 | 300,000 | 25000 | 775,000 |
| Savings on maintenance | 45,000 | 100,00 | 70,000 | 115,100 |
| **Total savings:** 2,240,100 | | | | |
| **Net savings:** **1,245,100** | | | | |

# CHAPTER 3: SYSTEM DESIGN

## SYSTEM FLOWCHART

## Table Design

Member table

|  |  |  |
| --- | --- | --- |
| **FIELD NAME** | **DATATYPE** | **DESCRIPTION** |
| Membership No | Auto number | Primary key |
| First Name | Text |  |
| Last Name | Text |  |
| Mem DOB | Date |  |
| Mem Gender | Text |  |
| Address | Text |  |
| Mobile | number |  |
| Mem Sub-county | Text |  |

Table 1: Member table

Sport table

|  |  |  |
| --- | --- | --- |
| **FIELD NAME** | **DATATYPE** | **DESCRIPTION** |
| Game ID | Text |  |
| Game Name |  |  |
| Game Description |  |  |

Table 2: Sport table

Sport-Item table

|  |  |  |
| --- | --- | --- |
| **FIELD NAME** | **DATATYPE** | **DESCRIPTION** |
| Sport Item ID | Text | Primary key |
| Sport Item Name | Text |  |
| Sport Item Description | Text |  |
| Sport Item Count | Number |  |

Table 3: Sport item table

Patron table

|  |  |  |
| --- | --- | --- |
| **FIELD NAME** | **DATATYPE** | **DESCRIPTION** |
| Patron No | Auto number | Primary key |
| Patron First Name | Text |  |
| Patron Last Name | Text |  |

Table 4: Patron table

Equipment Table

|  |  |  |
| --- | --- | --- |
| **FIELD NAME** | **DATATYPE** | **DESCRIPTION** |
| Equipment ID | Auto number | Primary key |
| Equipment name | Text |  |
| Equipment cost | Number |  |
| Equipment Description | Text |  |

Table 5: Equipment table

Registration table

|  |  |  |
| --- | --- | --- |
| **FIELD NAME** | **DATATYPE** | **DESCRIPTION** |
| Registration ID | Auto number | Primary key |
| Registration date |  |  |
| Registration type |  |  |
| Registration fee |  |  |
| Membership No |  | Foreign key |
| Game ID |  | Foreign key |

Table 6: Registration table

Purchase Transaction

|  |  |  |
| --- | --- | --- |
| **FIELD NAME** | **DATATYPE** | **DESCRIPTION** |
| Purchase membership | Auto number | Primary key |
| Purchase date | Date |  |
| Purchase quantity | Number |  |
| Purchase made | text |  |
| Membership no |  | Foreign key |
| Sports item no |  | Foreign key |

Table 7: Purchase transaction table

## Output structure

## Variables

## Input design