

# CHAPTER 1

## INTRODUCTION

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### 1.1 Need for new system

- Difficulty in organizing sports events manually such as scheduling conflicts, miscommunication, and delays.
- Lack of centralized information – players, teams, scores, and event details are scattered across WhatsApp groups and paper.
- Manual registration and record-keeping lead to inaccuracies, loss of data, and increased workload for organizers.

### 1.2 Detailed problem definition

- Provides a single platform for event planning, player registration, team creation, and fixture generation, reducing manual effort.
- Real-time score updates and match progress help spectators, players, and management stay informed instantly.
- Enables smooth communication between organizers, teams, and users through centralized event notifications.

### 1.3 Viability of system

- Saves time and reduces workload through automation of administrative tasks (registration, schedule creation, score maintenance).
- Improves user experience by offering live scores, updates, and complete match-related information anytime.
- Offers data accuracy and security using digital records instead of paper-based information.

- Enhances professionalism and organization of sports events, making even small college or community events run smoothly.

#### **1.4 Presently available systems for the same**

- Strathmore university sports portal- it is a central hub to discover and join sports activities and track events
- The big bash league- it is Australia's T20 cricket competition, it provides live show, top runners and visually appealing

#### **1.5 Future prospects**

- Add mobile app version for Android and iOS to improve accessibility for users.
- Integrate AI-based analytics for player performance tracking, prediction of match outcomes, and training suggestions.
- Provide live match streaming or highlights uploading within the system for enhanced audience engagement.