**Chapter one**

* 1. **Introduction**

In the compound of ASTU there are many activities running rather than the educational process. One of these activities is related to the act of sport. There are 43 universities in our country and these universities compute in football match. In order to search and get the best players that the university can represent there are soccer match that the students of different department involve.

Football cup management system is a professional field that focuses on the football games, scores of the game, the player’s position of the game, the information given by the coach of the team, the different type of team in the cup, the schedule of the games and other information related to the federation. In ASTU the football cup management system is done by the student union and sport and entertainment club members.

Today students of the ASTU get the information of this cup by the announcement board. This is done manually by the print out papers. But most of the students can’t get the information about the score of the games because they don’t know the schedule of the games. In order to make this information exchange modernize our group tries to make a website that every student can access and get information.

In order to update information’s we use web based system in which the administrators update different information about the football games. Students in the ASTU can use their smart phone or can use there pc and get login to our websites.

**1.6 Objectives of the project**

* + 1. **General Objectives**

The general objective of this project is to design and develop ASTU football cup management system. Our system give information about ASTU football cup for new visitor of the site. It helps to update new announcement by the coach and other administrators. The objective of developing this site is to create the good interaction of the viewers of the site and the football administrators in order to improve the system

1.6.2 **Specific Objective**

* To store the database of teams and each member’s
* Display the information of the team and players when required
* To register new players and add the qualified ones in to the team
* It help the coach to create its team and the members
* To identify all the teams that participate in the football cups
* To store all the score of the games
* To display the schedule of the games
* it help the fan of the teams to comment and express there feeling and thought about their team and the football cup system

1.9 feasibility studies

Feasibility studies refer to the study of discovering the strengths, weaknesses, opportunities and threats of the existing or proposed business thereby aiming at the success. The focused area of the study is the investment and the return. We check the feasibility in order to evaluate the cost and benefits of the system which we are going to develop. The feasibility evaluates economical, technical and operational area of the project. Based on the result of the feasibility study we proceed or cancel the project.

**1.9.1 Technical feasibility**

Technical feasibility study is the complete study of the project in terms of input, processes, output, fields, programs and procedures. It is a very effective tool for long term planning and trouble shooting. We need our system to be technically feasible so we divide and conquer the work based on our ability’s. Hardware and software resources are available for the development and implementation of proposed system. Therefore we can say the project is technically feasible.

**1.9.2 Operational feasibility**

Operational feasibility refers to the measure of solving problems with the help of a new proposed system. It helps in taking advantage of the opportunities and fulfills the requirements as identified during the development of the project. It takes care that the management and the users support the project.Operational feasibility is how the system that we develop solves the problems of the past system.

* Process – the main input from the user are simple and easy
* Evaluation—user of this system be benefited. This will make easy access to the users to see the score of the games.
* Implementation—
* Resistance—

**1.9.3 Economical feasibility**

**Economic feasibility analysis is the most commonly used method for determining the efficiency of a new project. It is also known as cost analysis. It helps in identifying profit against investment expected from a project. Cost and time are the most essential factors involved in this field of study.**

**Over view of the project phase**

The system development model refers to the frame work that is used to structure plane and control the process of the developing the system there are different type of system managements for ASTU football cup management system. We chose Agile method. Because Agile method intend to develop system more quickly with limited time spent on analysis and design.

There are 3 phases

-Requirement gathering

-documentation preparation phase

-Implementation