

PROJECT PROPOSAL

MatchMaker

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CHAPTER ONE

Project Contents

1.1 INTRODUCTION

This chapter will be about contents of this Project, what tools we are going to use, what purposes we serve and which software languages will we use.

1.2 GOAL

- Finding players in a practical way for the football competitions that you organize with your friends.
- To ensure that the teams in the competitions are equal of strength.

1.3 FEATURES

- At the end of the organized matches, the admin will have the opportunity to rate players out of 5.
- Administrators and anonymous users will be able to see all the data added to the system. Like players, facilities and matches.

1.4 FUNCTIONS

- Admin can add new players and new facilities for competitions.
- Players will be able to see their own scores and rankings from the system.
- Players can see the facilities closest to them by location.
- The organizer will be able to see the contact details of players and facilities.

1.5 TOOLS

- FRONT-END: Html,Css,JavaScript
- BACK-END: Php,Msql,JavaScript
- IDE: Visual Studio Code
- DESIGN: Photoshop CS

Hardware Requirements:

Since this Project is a web-based Project, there are no system requirements.

CHAPTER TWO

Project Background

2.1 INTRODUCTION

Similar projects have been published in this field before. However, a project that includes the features and functions of the MatchMaker project has not been published yet.

2.2 SOSYAL HALISAHA

It is a system where the matches are recorded in an online database with the camera system in the facilities that are members of the **Sosyal Halisaha**, and the players who take part in the match can watch their matches later. By creating a membership, you can compete with other players to rise to the top of the ranking by adding your goals from the matches you play to the weekly best goal competition. The service we provide in the **MatchMaker** Project offers you your own system, so you can organize your own matches and participate in more enjoyable activities. The **Sosyal Halisaha** system does not have the feature of creating your own match and adding a squad.

2.3 KALECIMNERDE

This website helps you to find a goalkeeper, which is the biggest problem of football matches. It offers you the opportunity to hire a goalkeeper by logging into the system, viewing the goalkeepers suitable for your budget, and contacting them. The **MatchMaker** system, on the other hand, does not provide you with a goalkeeper rental service, but allows you to reach players in all positions not only the goalkeepers but also the other players you have registered in the database.

2.3 ADAMEKSIK

This application, named **ADAMEKSIK**, is an application that you can apply in case you encounter a missing player problem as a result of an undesirable situation in a match you have already organized. By registering, players create their own profiles and communicate with people who are lacking in players. But there is a problem, as you do not know these players before, you do not know whether they are suitable for your team and you may cause various tensions during the match. On the other hand, the players you have registered in the database of the **MatchMaker** application prevent you from having any compatibility problems, as they will be the people you have known before and have taken part in the same organization many times.

CHAPTER THREE

Project Plan

3.1 INTRODUCTION

This section provides information about the design phase of the project and the steps to be implemented.

3.2 INTERFACE DESIGN

The interface design of the website, which will be the first stage of the project. Determining the web pages to be included in the website and deciding on the content of the relevant pages. At the first entrance to the site, a homepage with a preview of some information will welcome us. From the menu that will be located in the header of this homepage, access will be provided to the player list page, the match list page and facilities list page, respectively. Deciding on the style of the buttons to be added, the fonts to be used, the theme of the pages to be created.

3.3 DETERMINING PAGE CONTENT

At this stage of the planning, there is the planning of the content of the pages added to the website.

- **HOMEPAGE:**

On the main page of the project, a box containing brief information about the use and purpose of the project will welcome us. In the right column, it is possible to access a preview of the facilities previously added to the project by the admin. On the bottom lines, there will be a preview of the added players and added matches.

- **PLAYERS:**

Players page will be the page where all players added to the system are listed in order of date of add. Since each player's name will be included in a link tag in the table here, if you click on it, you will be directed to the personal page of the relevant player with more detailed information.

- **MATCHES:**

On this page of the project, we will be greeted by a table with a list of the matches that have been added to the system before. This table will displays the date, time and facility where the relevant matches will be played, as listed. In the last column of the table, there will be a link to the detail page where the details of the relevant match will be displayed.

- **FACILITIES:**

A table preview will greet us again on the facilities page. In this table, some information of the facilities, added to the system by the administrator will be listed, and by clicking on the links in the last column of the table, you can be directed to the detailed page where the relevant facility is introduced in more detail and its contact information is also will be included.

3.4 DATABASE

Starting to establish a database system that will store all players, facilities and similar information in the matchmaker project. All the data will be enable to us to call them where necessary.

- **SOFTWARE LANGUAGE:**

I preferred **PHP** language for database setup. Because it is a long-established and actively used language. As an open source, many examples and video tutorials are easily accessible on the internet.

- **PANEL:**

Phpmyadmin system will be used for the panel of the database. It has a structure synchronized with the preferred software language php and has a very basic structure for adding and removing tables with its rich interface.

- **CONNECTION:**

In this part of database planning, we will provide the link between our php files and our html files.

- **TABLES:**

Give the relevant tables where the data entered into the system by the admin will be stored, and these tables will be linked with the relevant forms.

- **PREVIEW:**

In order to ensure that the data stored in the database via tables are displayed on the relevant pages with the preview method, data extraction will be done from the database.

***This Project do not need any budget. ***

3.6 LOGO DESIGNING

Designing the logo in accordance with the concept of the project and placing it in the appropriate places on the web pages.

- **RESEARCH:**

Examining the logos of similar projects used in the sector and producing certain concepts.

- **CREATING:**

Creation of the determined design on adobe photoshop application and giving the color font.

- **PEPLACING:**

Placing the designed logos in the relevant places in the current site design and finishing the arrangement with sizing work.

CHAPTER FOUR

Bibliography

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