**Giriş Sayfası**

Hello my name is Göktürk Doğan and this is my graduation Project MatchMaker. MatchMaker is a web-based database project used for your football organizations. And make your organization more fun

**Mıssıon**

Mission of the Project. This project was developed to solve two main problems encountered during the organization of football matches. There is a shortage of players and the teams formed are not of equal strength. For solve this problems we stroredeg datas.

**Facilities**

One of this datas is facilities. This project offers you the opportunity to add football facilities around you to the system. In this way, instead of repeatedly searching for contact information during match organizations, you can view the explanations about the facility from the information saved in the system.

**Adding Facilities**

As you can see. In this page you can add facilities to the system by using this inputs.

**Players**

The other data is players. One of the main purposes of the project is to provide the opportunity to create a player pool where you can add the players around you, together with their contact and football information. In this way, you can communicate with the players more easily while creating the matches and search for players for the position you need.

**Addıng Players**

As you can see. You can add players to the system by using this inputs. With their contact information, position they play, their strong foot age and profile photo.

**Matches**

In order to create a more planned organization, the system offers you the opportunity to add matches. In this way, you can create a match by choosing the date, time of the match you will organize and the facility where it will be played. Then you can create and view your match by adding players in two teams to this match.

**Addıng Match**

You can add match by using this inputs. And save it to system.

**Adding Team**

After you created the match. You can easily add players as two teams in this page. This select inputs will get you the players by their positions. For example if you opened goalkeeper input you will see only players that added to system as goalkeeper.

**Vote**

After the matches you created are complete. You can give a score out of 5 to the players involved in the match and save them in the system. In this way, in the next organization, you can create two teams with more equal strength, taking into account the points of the players in the various matches.

**Voting**

In this page you can enter the scores that teams recorded. And by using the select inputs you can give points players out of 5. And send it to the database.

**Developer**

Eventually this Project developed for make football organizations more fun and fair. Thanks for listen.