**IST 659: Project Proposal**

***Sports Center***

**Business Description**

The university has a lot of sports that are played frequently. There are also multiple teams that are hard to keep track of for any individual or departments. The primary concept of this project is giving the user an easy-to-use system that will help in planning, organization, and management. There are many aspects of each game a team plays, or each player a team has, each location that hosts a game, and much more. This system will solve a few problems like:

* It will provide a centralized system for all the teams, players, sports, games, locations, and different roles each person plays.
* It will help with quick look up for various purposes like planning a student’s day according to the games they want to attend or just see the stats of a player for a season.
* The manager can keep track of all their players, their team games, and planning.
* The players can keep track of all their involvements and who they play with.
* The end user can have an overview or an in-depth idea about the activities and people involved.

**Problem Statement**

Sporting events have a lot of different aspects: Players, Managers, Sports played, Tickets, Locations, Food, Staff, Inventory etc. Managing all these aspects requires administration, manpower, money, time, and other resources invested in it, which leaves a lot of room for unplanned problems:

* We often see that, if a student wants to attend a game, they don’t have a complete list of all the events happening with the teams to plan the day.
* A lot of times managers cannot keep track of all the members in their teams and have a tough time coordinating.
* Most of the time the staffing requirements and arrangements don’t go as planned.
* Sometimes, there is an issue with scheduling a game due to stadium unavailability.

All these components are managed exclusively, which leads to confusion and delays at multiple levels. Disorganization of this sort costs more time and money which is the most essential resource, therefore it must be used wisely.

**Solution**

We propose to have a centralized system which will keep track of all the events, staff requirements, ticket management, location needs and players management.

* All the events will be organized in one single place. This will ease the access to all information related to the events/teams/venues/etc.
* All players will be able to see which sport teams they can enroll in or are a part of in a single place. They can plan their routine accordingly.
* All coaches and support staff will have a one stop access to player information, game information, schedules, oppositions, venues, and individual player stats so that they can plan practice or games accordingly.
* There won’t be any overlaps in terms of game scheduling at different venues.
* User friendly access to all kinds of information for anybody outside the teams so that they can plan their attendance as an audience.

The solution presented will be efficient in terms of time and cost. This database will provide numerous features in terms of storage and retrieval of data for various general and specific purposes. It will be the most up to date place to find any information related to everything sports within the organization. It would eliminate the need of multiple data sources for different data and in turn get rid of inconsistency within results.

**Users**

The primary users of this system will be three groups of people: the common public like students, faculty, alumni, or others who wish to get more information on in various aspects of sports happening in the organization, the players who are part of teams and play sports, and the coaching staff or managers that handle these teams and games. The people who are not directly related to any games or teams can look at schedules, at different statistics, different teams and players. They will have easy access to everything at one place. The players can plan out their work and training based on an overall schedule. The managers can handle teams and schedule games better and have appropriate time for practice/rest. They will also be able to analyze player performance through this singular database model.

**Potential Tables and Attributes**

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| --- |
| Teams |
| Team ID |
| Team Name |
| Sports They play |
| No. of Players |
| Manager |

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| --- |
| **Persons** |
| Person ID |
| First Name |
| Last Name |
| Email |
| Phone no. |
| Role |

|  |
| --- |
| Sports |
| Sport ID |
| Sport name |
| Number of Players |
| Sport Type (Indoor/Outdoor) |

|  |
| --- |
| Games |
| Game ID |
| Game Name |
| Game Date |
| Game Time |
| Location (Stadium) |
| Gametype |

|  |
| --- |
| Roles |
| Role ID |
| Role Name |
| Role Salary |
| Salary type |

|  |
| --- |
| Stadiums (Location) |
| Stadium Name |
| Address |
| City |
| State |
| Zipcode |
| Capacity |
| Home-Team |