**sports-mania**

**Contributors**

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**About Project:**

* Sportsmania is a web based application where user can add activities related to sports and games.
* One can organize any event on sports.

**End Points of APIs**

1. User Routes
   1. Add events
2. Admin Routes

**Features**

**REGISTRATION & LOGIN Related:**

* Email Verification for Registration.
* Editing Password (After login).
* Resetting Passwords (System Generated Password via mail).
* Password recovery
* Handling errors
* Logout User

**User Related**

* Player.
  + Name
  + Profile Picture
  + Add, Delete, Update profile
  + Upload profile photos
* Event.
  + Name
  + Event Picture
  + Add, Delete, Update events
  + Upload events photos

**Product Related:**

1. Aggregations
2. Event Count.
3. Sorting
4. Filtration
5. Searching
6. Pagination
7. Events.
   1. Event Type
   2. Type
   3. Is Fresh
   4. Event Photos
   5. Ratings, Comments or Feedbacks
8. Remove event
9. Update event.

**Technologies used:**

**Backend: -**

*Nodemailer* or other service (To send system generated emails)

Fileupload or *Multer + Cloudinary* (Converting System Image into URL)

*ExpressJS* (Framework for node Js)

*Json Web token* (For Authentication)

*BcryptJS* (For Hashing)

*Mongoose* (To Connect to NoSQL Database)

*Sequelize* (PSQL)

*Heroku* Deployment

Documentation using *Swagger, Insomnia* or *postman* doc or appropriate service available

**Frontend: -**

*ReactJS*

*React-redux*

*React-Bootstrap*

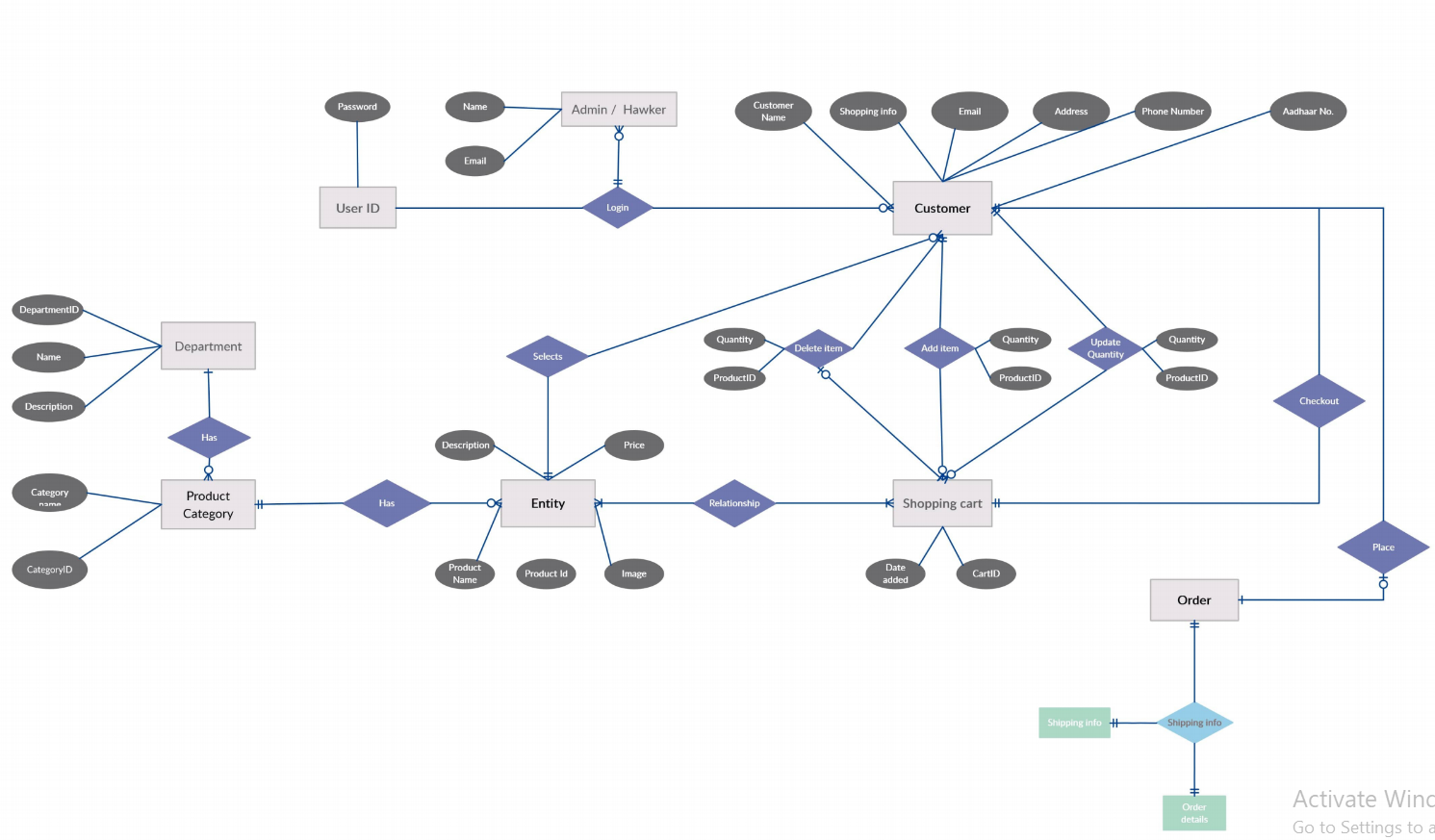
*Google fonts*

*Font Awesome*

*Netlify* (To upload front End)

**Future Goals:**

* Online player fitness tracking
* OTP verification

**Data Flow Diagram: -**