

CRICKET TRAINING ACADEMY

Date: 13/02/2019

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1. Project Overview?

Cricket training academy is a web application built in PHP & MySQL. Objective of the application is to facilitate academy players is to track their progress with the help of coaches

2. To what extend the system is proposed for?

The application facilitates academy players is to track their progress with the help of coaches and request for equipment. There is a login for coaches through which they can acknowledge the players' progress and schedule timings. Vendors have tie ups with the academy, and they provide training gears for the players. They have their own logins and they will add equipment that are available for the players to order. They'll receive orders from the players and deliver the items. Players can submit applications through the site. Once their applications are accepted, they can login to the site. Players will have options to check daily schedules and progress reports from their trainers. They can also order training gears through the site and pay for them.

3. Specify the Viewers/Public which is to be involved in the System?

Players who will get trained through the academy, Trainers who offer their services to the players, Vendors who deliver the equipment

4. List the Modules included in your System?

Players

Players can submit applications through the site. Once their applications are accepted, they can login to the site. Players will have options to check daily schedules and progress reports from their trainers. They can also order training gears through the site and pay for them.

Trainer

Trainers are given their login details from the admin when they join the academy. They can view the schedules. They can view the players list training under them. Trainers are responsible to evaluate players performance in each week. Trainers will also have an option to apply for leaves.

Schedules

Admin can set up the weekly schedule. Which will be accessible to both players and trainers. Admin will be responsible for checking on the availability of the trainers and making necessary changes to the schedule.

Vendors

Vendors have tie ups with the academy, and they provide training gears for the players. They have their own logins and they will add equipment that are available for the players to order. They'll receive orders from the players and deliver the items.

Payments

Players will be able to pay the training fee through the site. They can also pay for the training gears/equipment. Number of options will be available for making payments.

Admin will be able to pay the trainers for their service.

Admin

Admin has the overall control of the system. He's responsible to verify player applications. He creates trainer logins. Admin sets up the weekly schedule. He is also responsible to check on leave applications and decide whether they are eligible. Training Fees will be determined by the admin

5. Identify the users in your project

Admin, Player, Trainer and Vendor

6. Who owns the system?

Admin owns the system. He can view and analyze activities. He was control over other users.

7. System is related to which firm/industry/organization?

The system is related to Cricket Training Academy. Through the system the registration, management of the players, buying equipment and payments will be facilitated.

8. Details of person that you have contacted for data collection?

Olympia sports

Ponkunnam

ponkunnamolympia@gmail.com

9. Questionnaire to collect details about the project? (min 10 questions, include descriptive answers, attach additional docs (e.g. Bill receipts, certificate models), if any?)

- What are the main features that the website provides for its users?

The website will feature several functionalities. They are described as follows.

Schedules: Weekly Schedules for both players and trainers. **Payments:** For the players to buy their equipment, for the admin to pay the trainers salary.

Vendors: Provides the equipment for the players and gets paid.

- What does Vendors need do?

Vendors have tie ups with the academy, and they provide training gears for the players. They have their own logins and they will add equipment that are

available for the players to order. They'll receive orders from the players and deliver the items.

- How payments are going to be implemented?

Payments will offer number of ways to transfer money for the transaction. Customer can choose any of them and pay the money. It will be credited to receiver account and finally user will get a receipt including the payment details for later reference.

- How the identity of the player is verified during the registration?

User identity is important. We need to keep track of the activities of the user. The identity will be verified through OTPs. User will be asked for his mobile number at the time of registration. Then user will need to enter the OTP sent to his mobile in order to complete the verification. Once its complete it can be used to login to the site, password recovery and change of email.

- What is exactly schedules?

Admin can set up the weekly schedule. Which will be accessible to both players and trainers. Admin will be responsible for checking on the availability of the trainers and making necessary changes to the schedule.

- Who will be responsible for managing the schedules?

Admin will be responsible for adding and managing the schedules. Admin will be responsible for checking on the availability of the trainers and making necessary changes to the schedule. The schedule can be set up for a week.

- How can players buy an equipment from a vendor?

Players can log into the system and visit the equipment's page. He can then place order for the equipment he needs to the vendor. It will include the payment of the equipment and delivery. The vendor will receive the order and deliver the equipment.

- How can a player join the academy?

Player can join the academy by applying through the site. The admin will review the applications and may contact the player. After getting admission he will be able to login to the system and access the functionalities.

- What is the role of the trainer in the system?

Trainers are given their login details from the admin when they join the academy. They can view the schedules. They can view the players list training under them. Trainers are responsible to evaluate players performance in each week. Trainers will also have an option to apply for leaves

- Who adds trainer accounts to the system?

Admin will create trainer logins when they join the academy. An automated email will be sent to the trainers with a random generated password. Trainers can use the login credentials to access their accounts.