

Sports Management System - User Manual

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1. Introduction

The **Sports Management System** is a web application designed to manage various aspects of sports events and activities, including students, meetings, events, matches, records, judges, and suspensions. This system is built using **Flask**, a Python web framework, and **MySQL** for database management.

2. Project Setup

To set up the project on your local machine, follow these steps.

Dependencies

This project uses the following Python libraries

- **Flask.** Web framework for Python.
- **Flask-Bootstrap.** Integrates Bootstrap with Flask for responsive web design.
- **mysql-connector-python.** To interact with the MySQL database.

A **requirements.txt** file is available to install these dependencies easily. Install the required by running “**pip install -r requirements.txt**”.

Ensure that MySQL is installed and running on your machine. Create a database in MySQL (e.g., sports_management) and configure it with the necessary tables (Students, Events, Matches, etc.).

3. Running the Application

Once the dependencies are installed and the database is set up, you can start the application.

1. **Start the Flask Server.** In the terminal, navigate to the project folder and run “python app.py” on terminal.

The application will run locally at **http://127.0.0.1:5000/**.

2. **Access the Application.** Open your web browser and go to the URL **http://127.0.0.1:5000/** to start using the system.

4. Features and Navigation

Home Page

The home page of the Sports Management System welcomes the user with an overview of the system's purpose. From here, you can access the following sections:

Manage Students

- **Path:** /students
- This section allows you to manage student records.
- Add, update, view, or delete student information.

Manage Sports Meetings

- **Path:** /meetings
- This section allows you to manage sports meetings, including scheduling and organizing events.

- Create new meetings, update existing meetings, or view details.

Manage Events

- **Path:** /events
- Manage sports events such as matches, tournaments, and competitions.
- Add new events, update event details, and view events.

Manage Matches

- **Path:** /matches
- This section helps in managing sports matches, including setting up the schedule and tracking results.
- Create matches, assign judges, and track match results.

Manage Records

- **Path:** /records
- Manage records related to student achievements in sports, such as scores and rankings.
- View, add, and update student sports records.

Manage Judges

- **Path:** /judges
- This section allows you to manage judge information.
- Add, update, and view judges for various events and matches.

Manage Suspensions

- **Path:** /suspensions
- Manage suspensions for students who may have violated rules or regulations.
- Track and update suspensions, as well as view suspension details.

5. File Structure Overview

Here's a breakdown of the folder and file structure in the **Sports Management System** project.

```
sports_management_system/
├── app.py                # Main Flask application file
├── templates/            # HTML templates
│   ├── base.html        # Base layout (common elements like header, footer)
│   ├── home.html        # Home page
│   ├── students.html     # Manage Students page
│   ├── meetings.html    # Manage Sports Meetings page
│   ├── events.html      # Manage Events page
│   ├── matches.html     # Manage Matches page
│   ├── records.html     # Manage Records page
│   ├── judges.html      # Manage Judges page
│   └── suspensions.html  # Manage Suspensions page
└── requirements.txt      # Python dependencies file
```

6. Conclusion

The **Sports Management System** is designed to help manage different aspects of sports activities efficiently. This user manual provides the necessary steps to set up, run, and navigate the application.