**PROJECT SYNOPSIS**

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| DEPARTMENT | Information Technology |
| TITLE OF THE PROJECT | Gaming café Management System |
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| MINI - PROJECT TIMELINE  (Tentative Start date- End Date) | December 2022 to March 2023 |
| PROJECT GUIDE DETAILS | Mrs. Punam Sindhu |
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| Field of PROJECT | This Mini-Project is intended towards Database Management System for the Gaming Centers/cafes who store the data of their Gamers. |
| Background of PROJECT with regard to the drawback associated with EXISTING PRODUCT/PROJECT | In this Gaming world, A **LAN Gaming Center** is a business where one can use a computer connected over a LAN to other computers, primarily for the purpose of playing multiplayer computer games. Use of these computers or game consoles costs a fee, usually per hour or minute. It may or may not serve as a regular café as well, with food and drinks being served. Many game centers have evolved in recent years to also include console gaming (Xbox, GameCube, PlayStation 2).   Managing these kind of setups is kind of tough job. For this very purpose we have made a Database Management Software which makes easier to manage all the Gamers in our Café with many features, to mention one, knowing the time played by an individual to charge accordingly. |
| OBJECTIVE OF THE PROJECT | The Mini-Project aims to create a Database Management System for a Gaming Café to efficiently manage their gamers. |
| PROJECT STATEMENT | There are lot of gaming Cafes, but not many have an efficient way to manage its Gamers. |
| SUMMARY OF THE PROJECT | * The application for the gaming café helps the manager to store its gamers data like, name, email, time spent, password etc. * The application is connected to other client computers the gamer can login to his/her PC using the ‘gamer\_tag’ and ‘password’ which is managed from the application. * The manager can keep track of the gamers time spent on the machine to charge accordingly. * The manager can also keep track of the games being played by individual gamers * The database has tables for Gamer, Games and Inventory. * The relations for the tables are:   + Gamer play Games   + Gamer has this Inventory |
| MODE OF CARRYING OUT THE PROJECT  (Give details such as Lab/ /Innovation Lab details.) | The project will be carried out in the Computer Science and Engineering Department of DSCE. |
| INTENDED BENEFICIARIES OF THE PROJECT (industrial/commercial/R&D/social) | The Gaming Café owners. |
| ADD DRAWINGS / FLOW CHART WITH BRIEF DESCRIPTION | https://media.discordapp.net/attachments/495962202059046912/495973068091555910/ER_diagram.png?width=1242&height=683 |
| ABSTRACT | The Problem   * There are lot of gaming Cafes, but not many have an efficient way to manage its Gamers using a single Software.   The Solution   * A software application which helps in storing all the information of the gamers playing in the café. * The café manager can store all its gamers profile in the Database management system built into the Gaming café application.   Implementation   * Application – tkinter (python) * Database – sqlite3 |