# Report No. 1 Introduction

## Project Information

* Project name: Football Field Reservation System
* Project Code: FFRS
* Product Type: **Mobile application, Web application**
* Start Date: 5/9/2017
* End Date: /12/2017

## Introduction

Football is one of the most popular sport in the world. It attracts not only professionals but also many new players and fans regardless of gender, age as well as region. As a result, thousands of soccer fields are built to provide playgrounds for everyone. In the past, people who want to rent a football field will have to come in and set up a rental schedule with the field owner or contact via mobile phone. However, the booking process takes a lot of time and the risk of not being able to rent the playground due to dissatisfaction with the quality of the football field or lack of free football fields is extremely high. Consequently, it could lead to lack of initiative and trust between the players and owners of football field. Moreover, it is not always easy to gather enough friends to join, as well as find other soccer teams and competitors to play with. At present, with the development of technology, we can build a system including both mobile and website applications to make it more convenient for players to book and minimize the risks and inconvenience for above problems.

In this document, we will introduce a new solution for both field owners and players to communicate faster, more convenient and easier. In particular, the main purpose of the system is to help field owners can manage their fields and customers as well as receive feedbacks and reviews in order to improve the quality of services. It also helps players in booking a football field. It can also suggest competitors or teams based on team’s level recorded on the system. This document also describes our working process in 4 months includes our perspective in the system, component designs and detailed core workflows.

## Current Situation

When players want to book a football field, they have to do the following steps:

* 1. Go to a football field.
  2. Find other players or teams to play with (if they do not have enough players to play as two teams).
  3. Book if it is suitable.

If the field they want to book is full or closed, they have to go to another field to book.

## Problem Definition

Below are the disadvantages of the current situation:

Field owner:

* There is no channel to reach potential customers.
* Cannot provide specific timetable to customers.
* Fields are overloaded at peak times but may have no customers at idle hours 🡪 cannot optimize profit.

Player:

* It takes times to find and book a suitable field at peak times.
* If there is not enough people to divide by 2 team before going, it is hard to find competitors.
* If players find out competitors on the field, they may not have same skills as players.