# 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. Reservate field to play soccer in HCM is no stranger to any football player. The current, people who want to reserve 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 reserve 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 have same level 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 introduce a system as 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 more effective; players reserve field online, suggest competitors have same level based on rating points. Rating point is calculated by rate and comment of player after match finished. This document also describes our working process in 4 months includes our perspective in the system, component design and detailed core workflows.

## Current Situation

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

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

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

- **Field owner:** When field owener received a field reservation request, they have to do the following steps:

1. Check the field reservation schedule is record in paper.
2. If the time doesn’t have match, field owner will record.
3. If player requests matching competitors, field owner will find player reservate same time and confirm to player.
4. Reservate field fee is be paid after match finished by cash.

## Problem Definition

Below are the disadvantages of the current situation:

**Field owner:**

* Fields are overloaded at peak times but may have no players at idle hours 🡪 cannot optimize profit.
* Cannot provide specific timetable to players, easy lead to conflict time.
* There is no enviroment to reach potential players.

**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 have same level.