Sports Club Automation System

Scope Definition

Information System Design Project

CSE A1 Group: 1

1005001

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1005010

Sports Club Automation is an information system for any sports club in Bangladesh to manage and automate the whole system. This system can be a platform for administrator, all the stuffs, players and people related to the club.

To design and analyze a system, scope definition plays an important role. The scope definition phase can be divided into the following parts:

* Existing System Analysis
* Discovering Baseline Scopes
* Assessment of Project’s Worthiness
* Probable Roadblocks of the System

**Existing System Analysis:**

The whole club system can be partitioned into different subsystems under the Board of Management:

1. Communication
2. Resource and Services
3. Legal Services
4. Finance
5. Marketing
6. Social Interaction
7. Football
8. Medical Services

Documents, Institutional relations

Communication

HR, Sports Management, General services

Resource & Services

Legal Services

Administration, Planning and Control, Cash Management, Budget

Finance

Management Board

Sponsorship, Production, Media/TV, Sales, International

Marketing

Social Interaction

Office of socio, General Services, Fan club

Football

Player management, Team, Youth club

Medical Services

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Baseline Problems,*  *opportunities or Directives* | *Urgency* | *Visibility* | | *Benefits* | *Priority* | *Proposed solution* |
| Very clumsy database for players and stuffs | ASAP | High | | Manage stuffs, players’ information. | 1 | Providing more information in the system and create database system |
| Manual budget management | ASAP | High | | Easily manage sponsor, funds, wage management | 2 | Build a management system to calculate budgets and other funding issues |
| No official support for fans | ASAP | Medium | | Fans can interact with the club and more people will be interested | 7 | An automated fan club and support for the fans by creating a communication system |
| No specific interaction system for players and stuffs | ASAP | High | | Anyone can connect with others of the club at any time depending on priority and rank | 3 | A communication facility in the system via mobile service |
| Lack of ticket management system  (online and offline) | ASAP | High | | Manage tickets for the matches. Buy and sell online and offline | 2 | Managing tickets with schedule of the matches and online selling system |
| No auto schedule management | ASAP | High | | Schedule can be easily defined and maintained | 4 | Provide information of schedules of matches and other activities to website |
| No auto update of news of the club | When possible | Medium | | Anyone can get news in right time | *6* | Update information from system automatically to website |
| No evaluation system for players or stuffs | ASAP | | High | Members will be disciplined and responsible | 5 | Evaluation system using players and stuffs presence in time and other activities |

**Discovering Baseline Scopes:**

**Scopes that will be covered:**

* **Communication:** 
  + **All time communication:** All time easy communication system will be supplied by the system. Ant important message or news can be delivered to the players or stuffs or desired persons easily by the system.
  + **Notifications:** Players and stuffs will be notified any news in their personal accounts.
  + **Complain system:** Anyone can complain through the system to the person in charge of the club.
* **Resources & Services:** 
  + **Database & Documents:** Database for players, stuffs and members of the club with all detailed information will be provided. Data insertion, deletion, update and other important facilities will be provided and can be accessed by the administrator of the system.
  + **Schedule management:** Set and update schedule for matches, meetings and notify other members.
  + **Personal account:** Every player, stuff and member of the club will be provided with a personal account. They can communicate with others or with board members easily by the account. Getting notifications of different news and updates of schedules will be supplied through the account.
* **Marketing:**
  + **Ticket Management:** Setting ticket prices for different matches and other activities like online selling.
  + **Sales & Productions:** Management for selling of player jersey and other production of clubs.
  + **Media:** Interaction with media through the system. This is also a part of communication subsystem.
* **Social Interaction:**
  + **Fan Club:** An official fan club system will be supplied with personal account for official fans. Fans can interact with club officials for any necessity. There will be automatic quiz system for fans on different match days or any important days from preset questions. Prediction for match results and award automation system will be developed by the activities of the fans.
  + **Website:** Auto update of website from resource(match results, schedule etc.) will automatically be updated to the website.
* **Football:**
  + **Player Management:** Management for players’ presence and discipline and other managements. Selection of players for matches. Categorize of players depending on age, form or other information.
  + **Youth club:** Information about youth club players and easy update systems.
  + **Player contract:** Player contract information, update, renew system and auto update to database of the main system.
  + **Foreign Player:** International player information and others.

**Scopes that won’t be covered:**

* **Communication:** 
  + Institutional Relation: Institutional relations of the clubs are maintained by the board members or officers directly. The system has nothing to do with this.
* **Legal Services:** There are many legal issues related to an institution. Legal advisors are there for these services. The system cannot interact in this service.
* **Finance:**
  + **Planning and Control:** Planning and controls for different financial issues are done by the officers in charge. This is obviously a manual system and system has nothing to do with this.
* **Medical Service:** Medical services need instant time interaction.

**Assessment of Project’s Worthiness:**

The baseline scopes of the system definitely ensure the project’s worthiness. Some of the benefits of the system are stated below:

* Automation system for the club can make the management very easy
* Administrative tasks can be done with great efficiency
* Communication system will be improved that will save a lot of time
* Automation of fan club and other social activities can have a great impact on sports

Considering all the scopes and their urgency, possibility and benefits, the project is worthy of implementation.

**Possible Roadblocks for the System:**

* Developing the communication system with the mobile operators may be a problem
* It will be tough to reach the fans at first

**Possible Solutions:**

* Negotiate with the mobile operators and convince them
* Eye catching advertisement