

STUDENT ATHLETE SYSTEM

Chapter 1: Introduction

Introduction

The project will be about registration and handling of all the information of the student athlete in regard to their personal details such as height, sports discipline, weight, age, nationality, course, year of study among others.

The main purpose of the project is to create a system to register student athletes moving away from the manual process and use of paper with the end goal of integration of the sports department module into UIS.

So that the repetitive manual functions can be handled remotely and smoothly by any technical or non-technical persons. The system should enable the client to record, delete, update, search and view the student information based on their sports discipline

The aim of this Student Registration System project is to build a student registration system that will completely enable registration process from anywhere in a university. The system will have two implementations i.e., client side (student) and server side (sports department).

Background

Athletes from different sports disciplines compete annually in different sports to vie for championships such as basketball, volleyball, football, netball, athletics, karate, rugby among others. The athletes are not only facing the external demands and pressures of a championship but also the internal demands (e.g., grades, schedule, performance) in their respective disciplines as well as the expectations from different sources such as media, sports enthusiasts and their peers. It is now apparent that universities are being challenged as never before as sports is a major draw for students and parents that would want their children to excel at both.

Thus, the need for developing an efficient and effective athlete's registration management and monitoring system for athletes is well understood today in the field of university sports to keep track of the athletes progress both in their academics and sports discipline.

Problem statement

Each year the sports department has to go through lots of paper work to register new and release student athletes that are done with school, however that process involves loads of paper work and repetitive day to day tasks. The other major challenge is scheduling and monitoring sports activities.

Objectives

- Insert a data: The client can add a record of student into database and the server stores this data into database.
- Get a record: The client requests for a particular record. The server returns an available data related to that student to the client.
- Delete a record: The client sends an Id to the server, which will delete the corresponding record

Chapter 2: Literature review

Many monitoring and evaluation strategies are implemented to sustain development programs and projects. For example, results-based monitoring and evaluation systems are essential components of the governance structure and are thus, fundamentally related to the political and power systems of government. Monitoring and evaluation systems provide critical information and empower policymakers to make better-informed decisions.

Monitoring and evaluation system is also used to track progress in implementing adaptation interventions, and/or how these interventions are reducing vulnerability, improving adaptive capacity, and supporting the overall well-being of populations affected by the impacts of climate change... The present study explores monitoring and evaluation processes within the context of student-athletes.

The question to address is the need for a registration system by the sports office. Does the University have the resources needed to design and implement the new system? In addition to the assessment of need for the system, the risks posed by the new system are elaborated. In the case of an on-line registration system, one of the major risks is the ability to store the information in a manner that is easily and quickly accessible by all.

Chapter 3: System Architecture

I will use Django, python and SQL to design my system

Defining the actors.

The following actors will be used in the use case diagrams and the various roles which they play explained.

- **Student:** someone who is registered at UCU for a course.
- **Sports administrator:** someone responsible for maintenance of the registration system

Definition of the use cases

Student

- Registers for sports discipline.

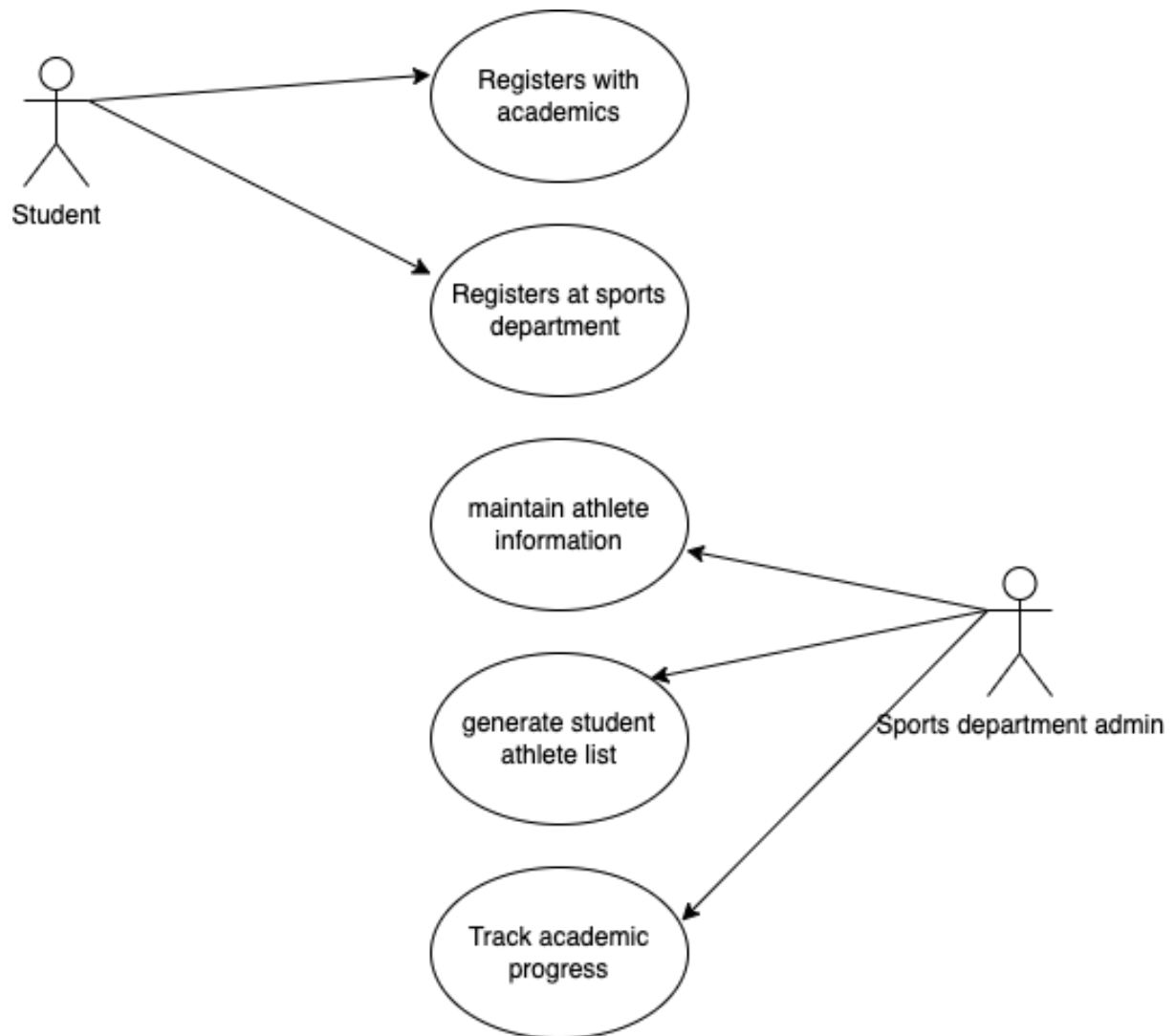
Sports administrator

- Generate student athlete lists
- Maintain athlete information
- Track athlete academic progress

DRAWING USE CASE DIAGRAM USING DRAW.io

The Use Case diagram shown below illustrates the various actions taken by all of the actors during registration of student athletes by the sports department.

These include the registrations of a student to join the university, students register to the different sports disciplines, Sports admin maintain athlete information, generate student information and track athlete academic progress.



CLASS DIAGRAM

