APPENDIX 1

COMMON WEALTH GAMES

END TERM REPORT

*BY*

|  |  |  |  |
| --- | --- | --- | --- |
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APPENDIX 2

Student Declaration

This is to declare that this report has been written by me/us. No part of the report is copied from other sources. All information included from other sources have been duly acknowledged. I/We aver that if any part of the report is found to be copied, I/we shall take full responsibility for it.

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Place:

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APPENDIX 3

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APPENDIX 4

BONAFIDE CERTIFICATE

Certified that this project report “COMMON WEALTH GAMES” is the bonafide work of

“D.L.P Supriya, Akash Kumar Singh, Chaitanya Kumar Reddy, MD Saif Ali” who carried out the project work under my supervision.

<<Signature of the supervisor>>

<<Name of the supervisor>>

<<Academic designation>>

<<ID of supervisor>>

<<Department of supervisor>>

1. BACKGROUND AND OBJECTIVES OF THE PROJECT

1.1 INTRODUCTION

1.1.1 BACKGROUND:

The Commonwealth Games is an international [multi-sport event](https://en.wikipedia.org/wiki/Multi-sport_event) involving athletes from the Commonwealth of Nations. The event was first held in 1930, and has taken place every four years since then.

The Commonwealth Games were known as the British EmpireGames from 1930 to 1950, the British Empire and Commonwealth Games from 1954 to 1966, and British Commonwealth Games from 1970 to 1974.

The first Commonwealth Games were held in 1930 in Hamilton, Canada, where 11 countries sent 400 athletes to take part in six sports and 59 events. Since then, the Games have been conducted every four years (except for 1942 and 1946 due to World War II) and the event has seen many changes, not least in its name.

It is also the world's first multi-sport event which inducts equal number of women’s and men’s medal events and was implemented recently in the 2018 Commonwealth Games. With such unique features, the World Economic Forum called the event inspiring and significant.

The Commonwealth Games Federation (CGF) is the organization responsible for the direction and control of the Commonwealth Games and Commonwealth Youth Games.

The games movement consists of [international sports federations](https://en.wikipedia.org/wiki/List_of_international_sport_federations) (IFs), [Commonwealth Games Associations](https://en.wikipedia.org/wiki/Category:Commonwealth_Games_Associations) (CGAs), and organizing committees for each specific Commonwealth Games.

There are several rituals and symbols, such as the Commonwealth Games flag and [Queen's Baton](https://en.wikipedia.org/wiki/Queen%27s_Baton_Relay), as well as the opening and closing ceremonies. Over 5,000 athletes compete at the Commonwealth Games in more than 15 different sports and more than 250 events.

So, it’s important to have an official website for Common Wealth Games, so that it will be made easy for the organizer to handle and manage the event in an efficient manner and it also helps in maintaining the decorum of the event.

1.2 MOTIVATION AND OUTCOME OF THE PROJECT

1.Learnt team work.

2.Learnt responsiveness of websites.

3.Learnt many events of javascript.

4.Learnt about intersection observer API.

5.Learnt how to build landing pages.

6.Gained some confidence of making websites.

1.3 CONCRETE GOALS AND OBJECTIVES

The main aim for organizing the common wealth games is to unite the Commonwealth family through sport. The Games reflect the CGF's core values of humanity, equality and destiny. They bring together members of the Commonwealth of Nations to compete on a level playing field in a spirit of friendship and fair play often referred to as the 'friendly games'.

  The vision of the Commonwealth Sports Movement: to build peaceful, sustainable and prosperous communities globally by inspiring Commonwealth Athletes to drive the impact and ambition of all Commonwealth Citizens through Sport.

Athletes with a disability are also included as full members of their national teams, making the Commonwealth Games as the first fully inclusive international multi-sport event.

The official motto for the 2018 Commonwealth Games is "Share the Dream". It was chosen to highlight the dreams and experience at the games that were shared by participants of the games, ranging from athletes to volunteers and the host country Australia to the world including the Commonwealth nations.

These games are important because firstly it helps with talent identification; giving the people a chance to develop young and upcoming athletes, offering them a taste of top level international competition.

1.3.1 OUR MISSION:

To be an athlete-centered, sport-focused Commonwealth Sports Movement, with integrity, global impact and embraced by communities that accomplishes the following:

* We deliver inspirational and innovative Commonwealth Games and Commonwealth Youth Games, built on friendships and proud heritage, supported by a dynamic Commonwealth Sports Cities Network.
* We nurture and develop one of the best governed and well-managed sports movements in the world.
* We attract and build on public, private and social partnerships that widely benefit Commonwealth athletes, sports and communities.
* We champion, through our brand, Commonwealth athlete, citizen and community engagement in everything we do.

1.3.2 OUR VALUES:

* Humanity - We embrace all commonwealth athletes, citizens, communities and nations.
* Equality - We promote fairness and non-discrimination in all that we do.
* Destiny - Through impactful high performance sport we help commonwealth athletes, citizens and communities realize their aspirations and ambitions.

1.3.3 OUR PLAN:

The Commonwealth Sports Movement's Strategic Plan 2015-2022 was unanimously approved by all 71 nations and territories at the Commonwealth Games Federation's General Assembly in September 2015. The strategic plan is titled ‘Transformation 2022’ and is segmented into four priority areas that aim to transform the Movement’s predominate focus on hosting the Commonwealth Games to a wider vision to be realized by 2022 that is based on partnership, engagement and value generation.

* DESCRIPTION OF PROJECT

This project is all about the upcoming common wealth games which is to be held in birmingham in the year 2022.

It starts from 27 july till 7 august.

It consist of so many popular games like tabble tennis,hockey,badminton,basketball etc...

This project will give you all the necesaary details about the common wealth games (2022)

* DESCRIPTION OF WORK DIVISION

WEBSITE IS DIVIDED INTO:

This Website is Divided into 4 parts.

* 1-Body of “Landing Page / Front Page” (ex. main content, links, image, video).
* 2-Header part of “Landing Page” (ex. site name, basic info including log-in/u).
* 3-Footer part of “Landing Page” (ex. form, address, site location).
* 4-Linked webpage’s (ex. login/signup page).

WORK DISTRIBUTION:

The 4 parts of the Website is distributed among all the four Members of the group.

* D.L.P Supriya- Header part of “Landing Page”.
* Akash Kumar Singh-Body of “Landing Page / Front Page”.
* Chaitanya Kumar Reddy N- Footer part of “Landing Page”
* MD Saif Ali- Linked webpages.

4. IMPLEMENTATION OF SCHEDULED WORK OF PROJECT

1/4/20 - 4/4/20 = header part of landing page.(By supria)

5/4/20 - 9/4/20 = Body of landing page (By Akash)

9/4/20 - 10/4/20 = Footer of landing page (By chaitanya)

10/4/20 - 11/4/20 = linking of the pages (By saif)

\*RESCHEDULED OF WORK

11/4/20 = header and body(by supriya and chaitanya)

12/4/20 = footer ,linking,and resonsiveness (by akash and saif)

5. TECHNOLOGIES AND FRAMEWORK USED

* Software: VS studio code: editor,
* Clippy: for CSS clip-paths,
* NPM: for java script API's,
* Adobe xd: for designing videos and images.
* Some references sites-

font-awesome: for svg and icons ,

* Google fonts: for fonts
* SWOT ANALYSIS

1. STRENGTH - team combination,fast work,realibilty and productivity work.

2.WEAKNESS - team security

3.OPPURTINITIES - learning new technologies,learning new frameworks and libraries,learning to build real world projects.

4.THREATS - Data files security

----------------THANK\*\*\*\*\*YOU-------------