

CHAPTER 1

INTRODUCTION

Football club database management system is to store details of the players , staff members & fixtures of the club. The main intention of this project is to fetch the details of the players and staff members in club by the admin through the website. This system is a web-based application. Easy to update and view any record. Football club has begun digitalising the players and needs to display the players on their website, along with staff members and to store the details of them.

PROJECT VISION

To design and develop a football club database management where admin can edit/view/add a player, staff member & fixtures of the club etc.

1.1 PROBLEM STATEMENT

The club move to a more robust web presence will make them more accessible from project managers, and they will be seen as the most accessible football club of its kind. In addition, the club would like the site to achieve these goals:

- ☐ Storing the details of players and staff members in database.
- ☐ Display the details of players and staff through website.
- ☐ Make the site responsive so admin can view all content on desktop.
- ☐ Display important club information. Including time, date, fixtures Etc.,

1.2 OBJECTIVES

The objective of this system are listed below:

- ☐ To support team manager to view player details.
- ☐ To allow team manager to view the under 23 team.
- ☐ To enable admin to add/edit/delete football players in the team.
- ☐ To allow admin to manage to add players into the database.
- ☐ To view upcoming fixtures.

1.3 SCOPE

Admin need every single information about players, coaches and staff members to add their data easily, we are creating these football club database management.

The scope for the system can be as follow:

- └ Admin can access all Information About Player, Team.
- └ Easy to Update/add/delete any Record.
- └ Maintenance of club database.
- └ Provide club staff to view details of players through admin.
- └ Updating the fixtures.
- └ Maintenance of the database of the club staff.

SYSTEM REQUIREMENTS

2.1 HARDWARE REQUIREMENTS

- RAM: 2GB.
- Processor: Icore-3.
- Hard Disk Drive: 1TB.

2.2 SOFTWARE REQUIRMENTS

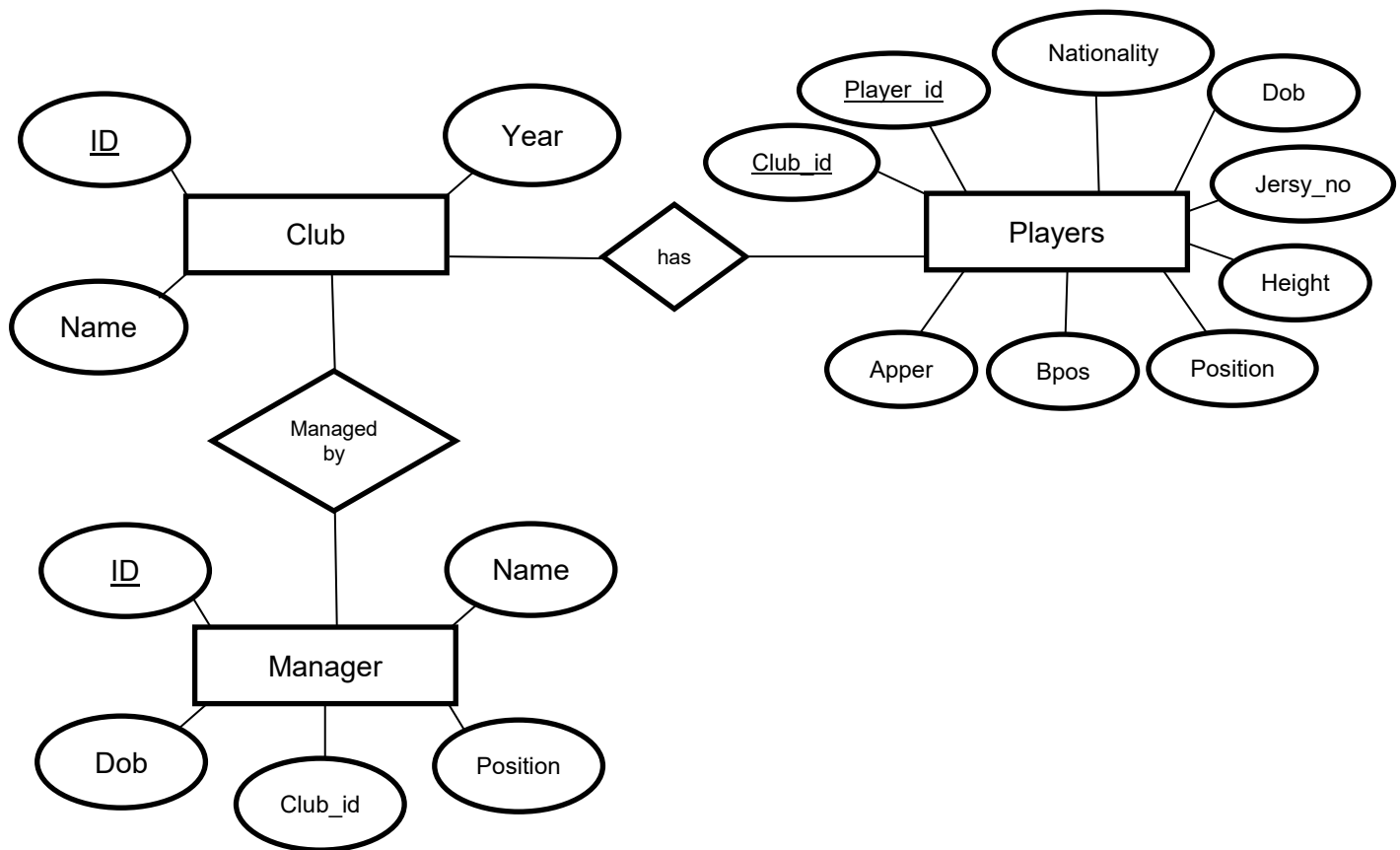
- Operating system: windows 10.
- Software: Web Browser.
- Backend software: PHP MY ADMIN.
- Localhost: xampp v3.2.4
- Front end: Php, HTML, CSS,js.

2.3 FUNCTIONAL REQUIREMENTS

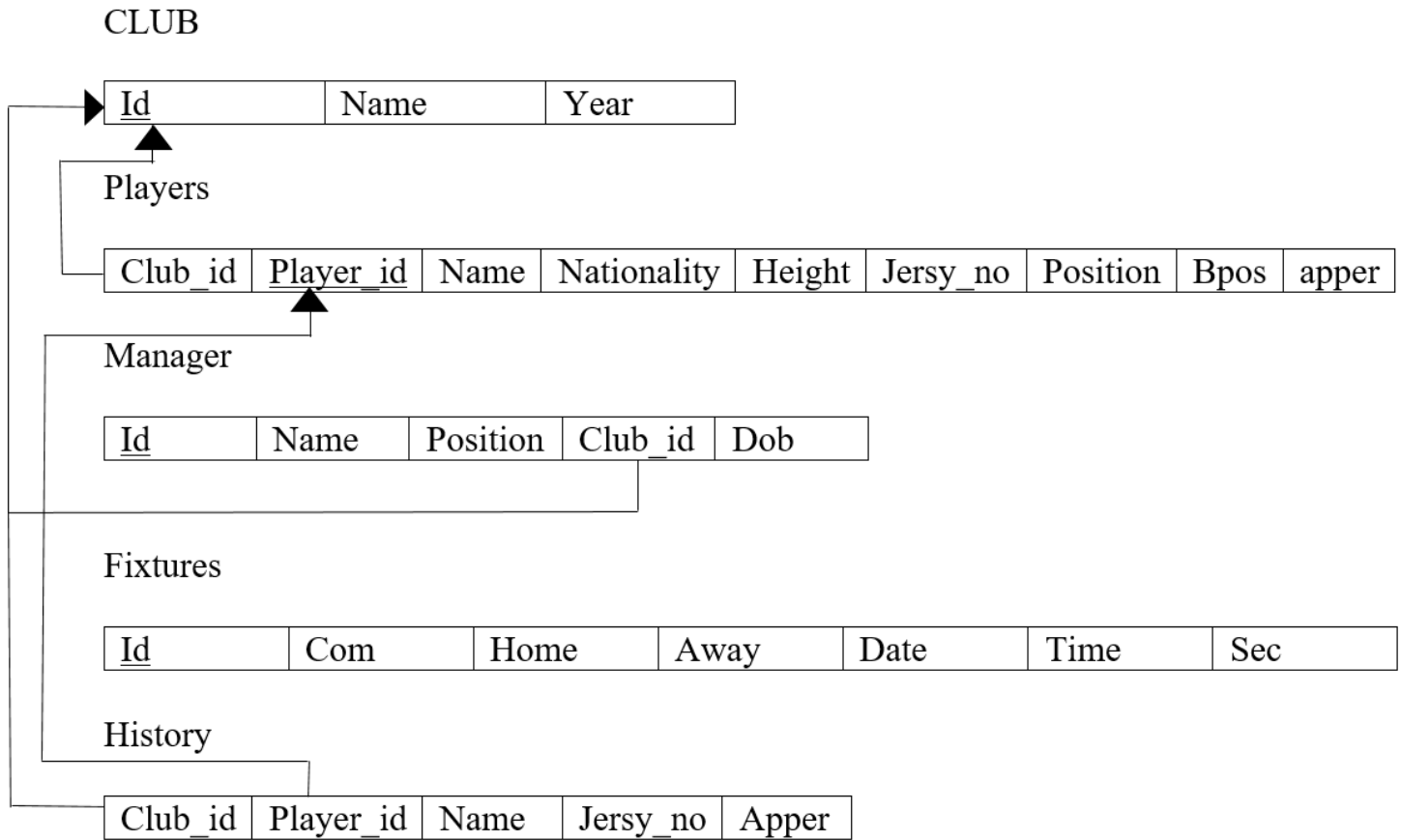
- **Description:** Admin has privileged to edit/view/add a player, staff member data & fixtures etc in database which stores the total info of the players and staff members in club.
- **Input:** Admin login details, player details, match details, staff details etc...
- **Processing:** Adding, storing, updating, deleting, view etc...
- **Response time:** The response of all operations is depends on browser and net connection of the admin.

2.4 NONFUNCTIONAL REQUIRMENTS

- **Performance:** The web system performs according to the standards and the task is performed at the rate of few seconds depending on the host website server i.e. output for the given input is generated within few seconds according to network . So that performance is achieved.
- **Completeness:** Refer to the availability of all the features listed in the requirements. The proposed web system implements all the features listed in the requirements.
- **Correctness:** Refer to the correct operations of the program. For tester it is with respect to requirements, for admin. Here system shall achieve correctness by performing each operations.
- **Availability:** This includes running an web application for a planned period of time, collecting failure events. Our system will work whenever it's required.

SYSTEM DESIGN**3.1 ENTITY-RELATIONSHIP DIAGRAM**

3.2 SCHEMA DIAGRAM



IMPLEMENTATION

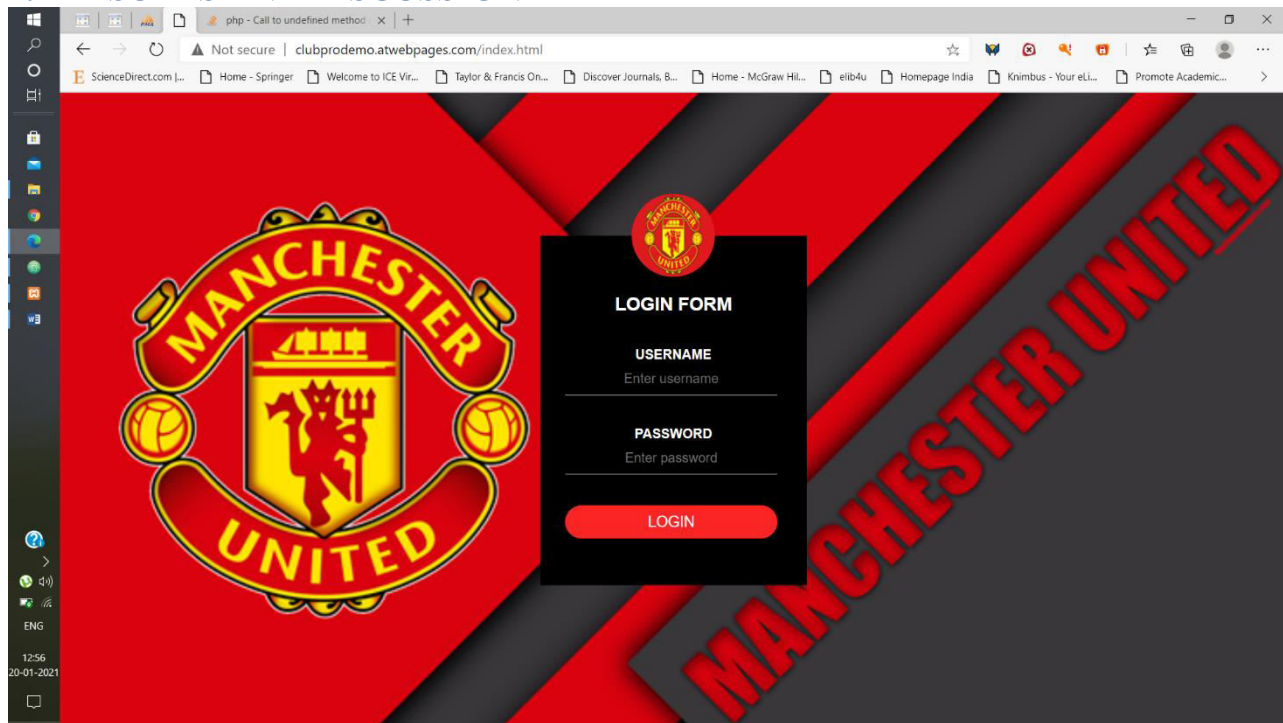
4.1 MODULE DESCRIPTION

- Admin login module: In this module we already predefined admin details to login ,& maintaining the admin details safely without exploiting the details.
- Club module : In this module we are storing the details of the club .the details include name,club_id& year found of the representatives.
- Players module: This module includes all details regarding the players playing for the club .This module also contains sub modules by dividing the players according to their preferred position.

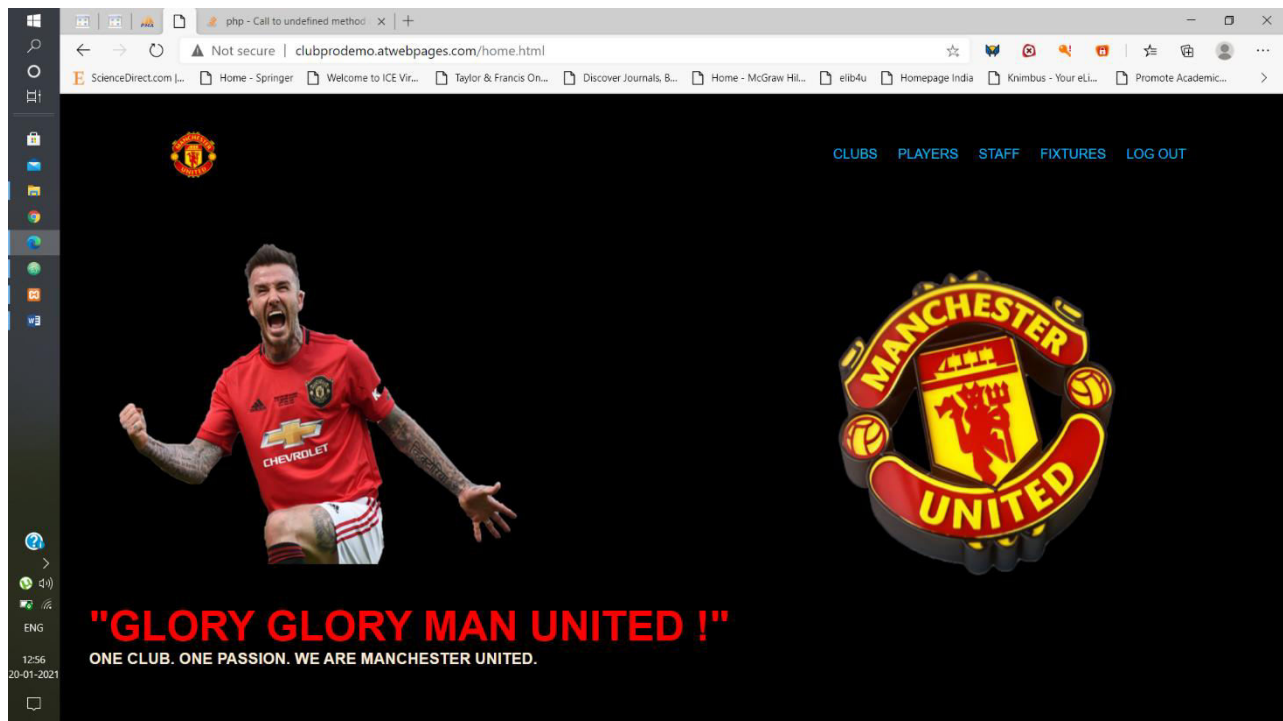
Sub modules:

1. Attacker: Includes player details who belong to positions like center forward,left wing forward,right wing forward.
 2. Midfielder: Includes player details who belong to positions like center midfielder,left mid fieder,right mid fileder,defencive midfielder.
 3. Defender: Includes player details who belong to positions like center defender,left back,right back.
 4. Goalkeeper: Includes player details who belong to positions like first team goal keeper,substitute goal keeper.
- Staff module: In this module we are storing the details of the staff who manage,train the players in the club.
 - Fixtures module: This module includes the details of matches will be played by the club.

4.2 RESULTS AND DISCUSSION

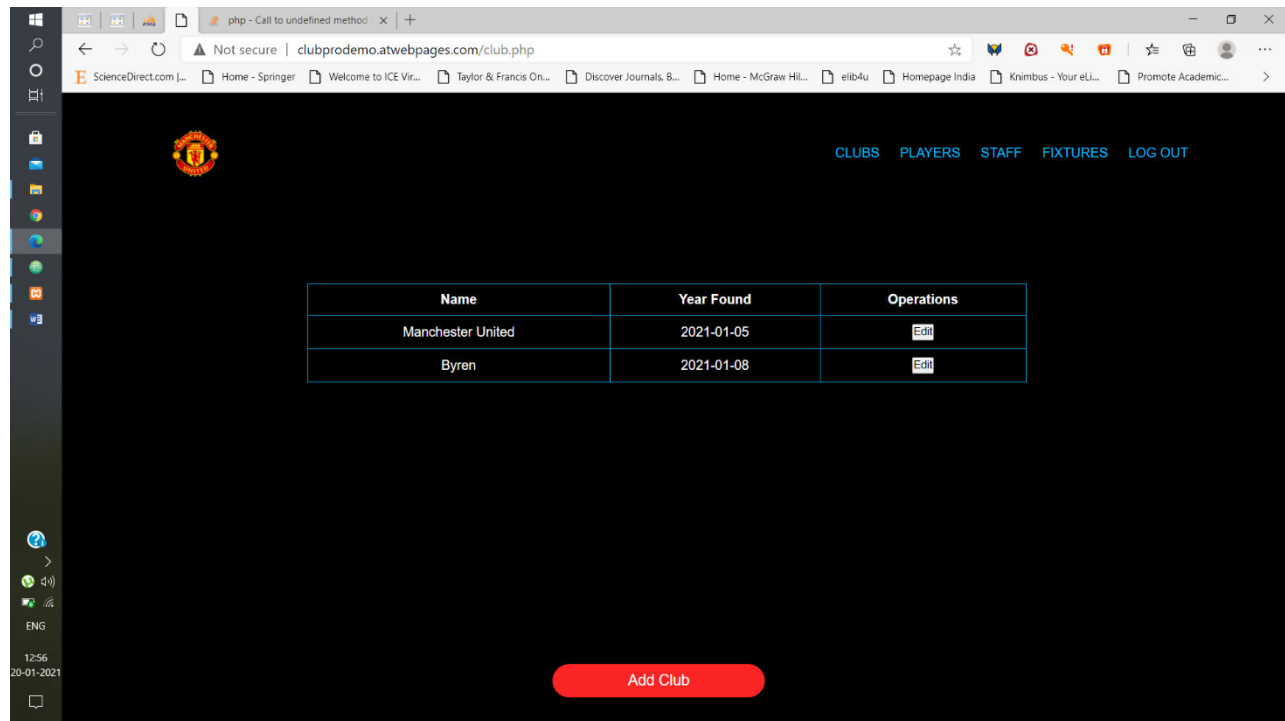


4.2.1 Login page

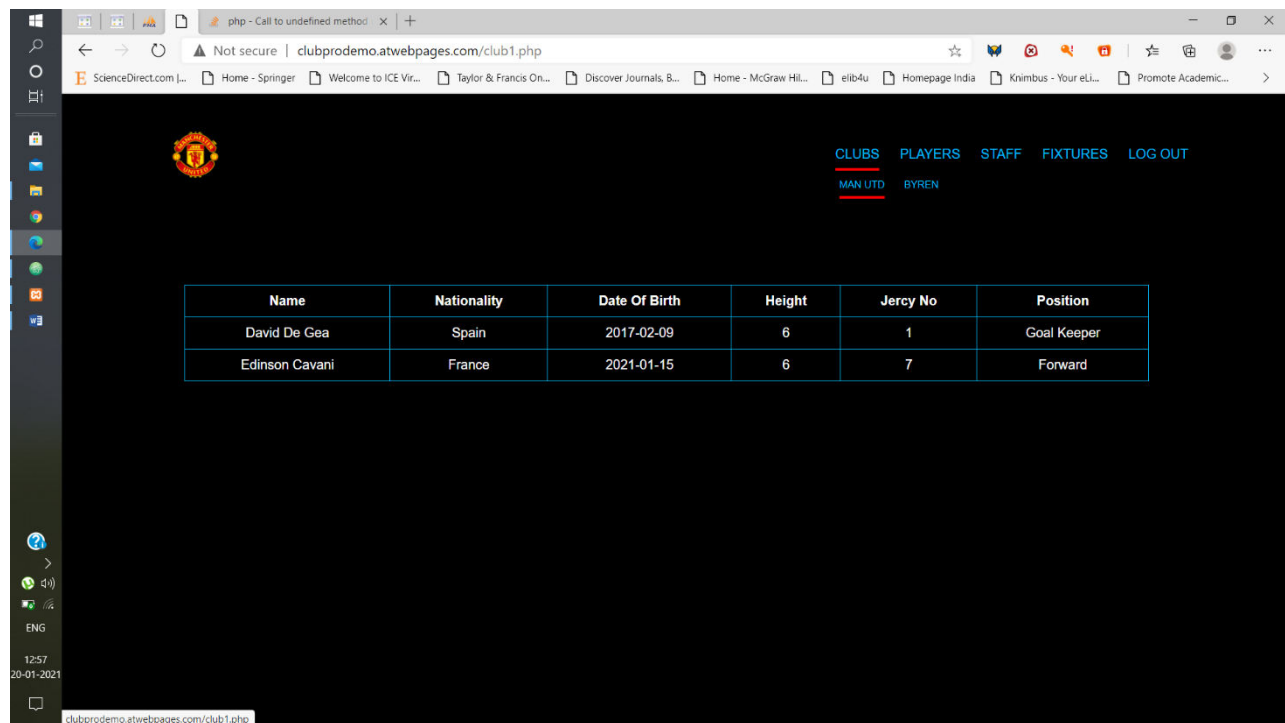


4.2.2 Home Page

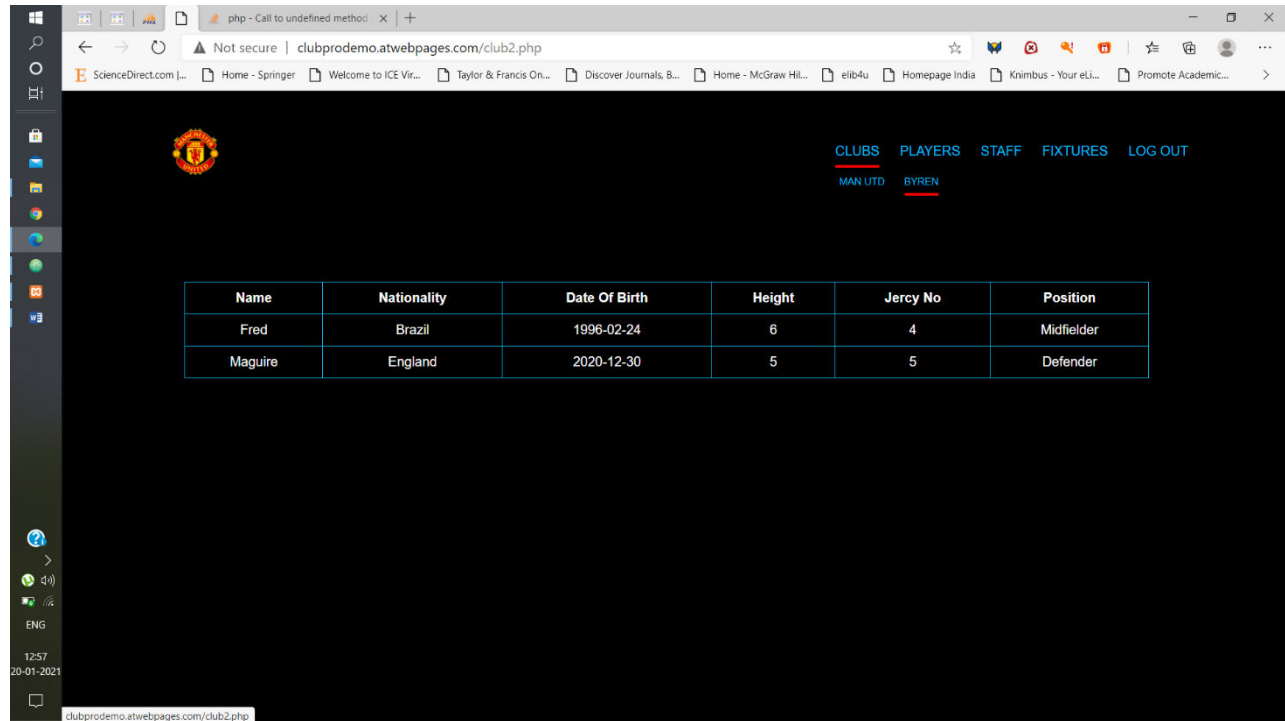
FOOTBALL CLUB DATABASE MANAGEMENT SYSTEM



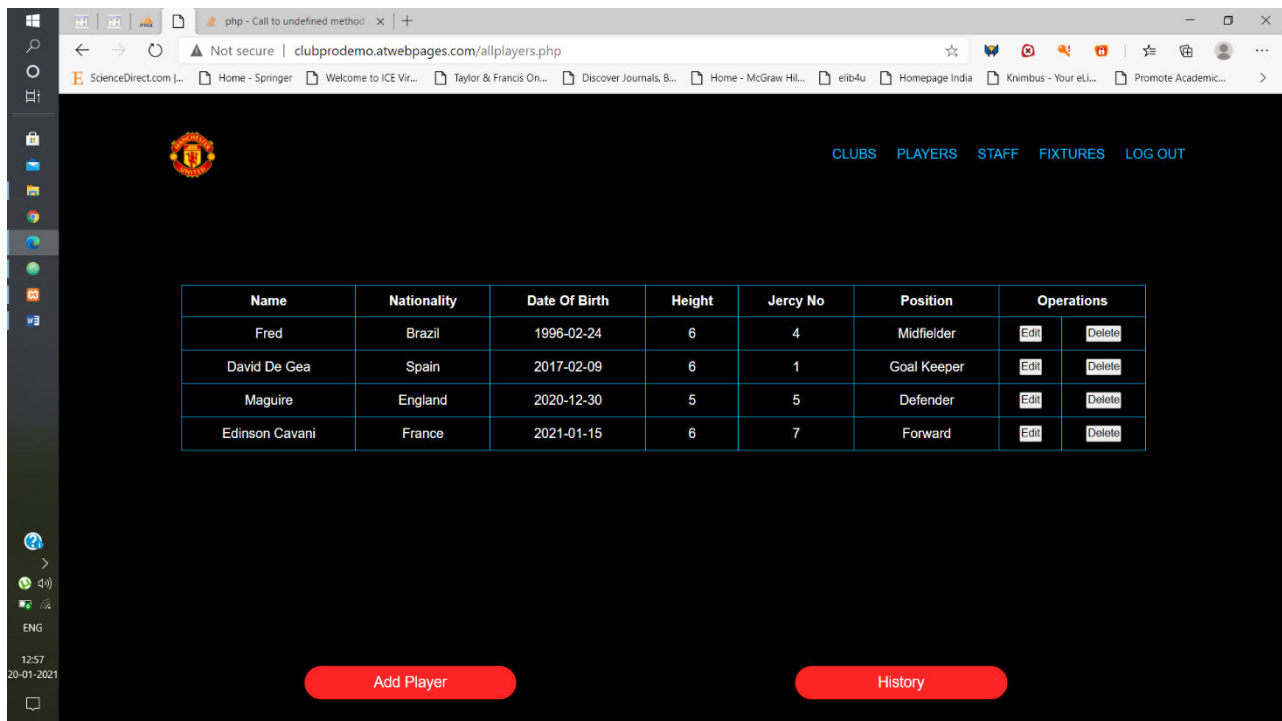
4.2.3 Clubs Page



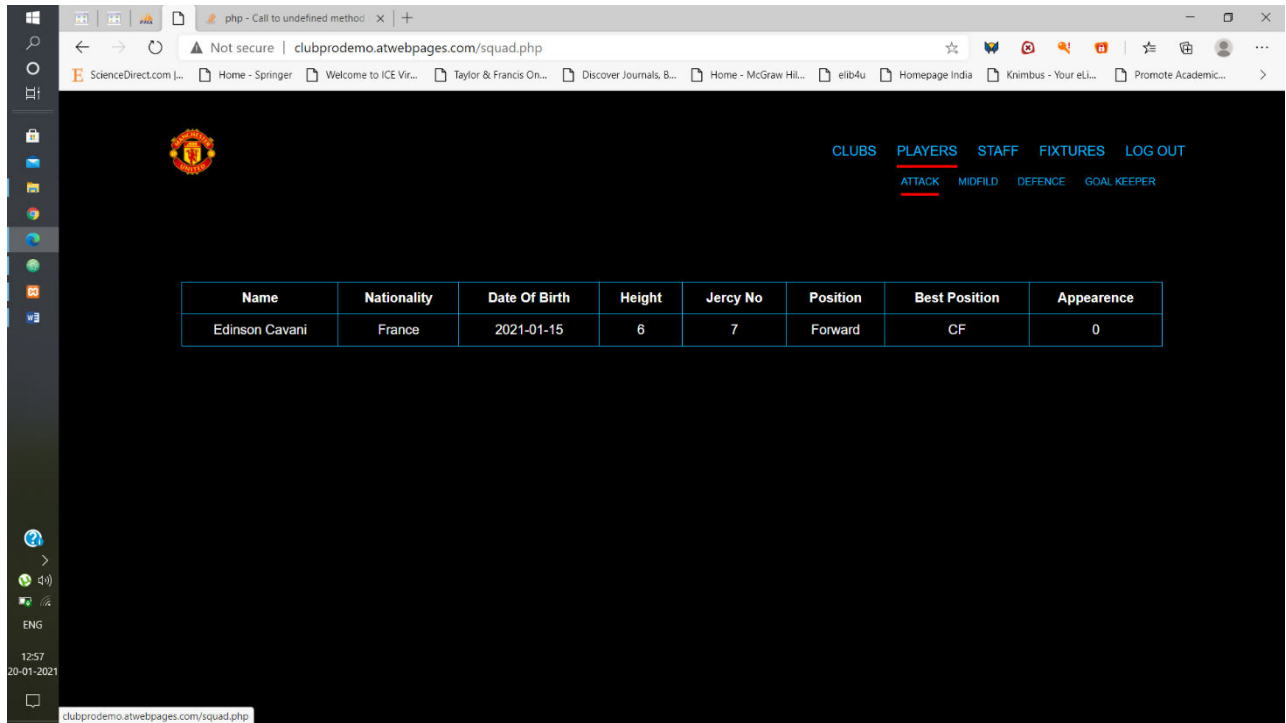
4.2.4 Man Utd club Page



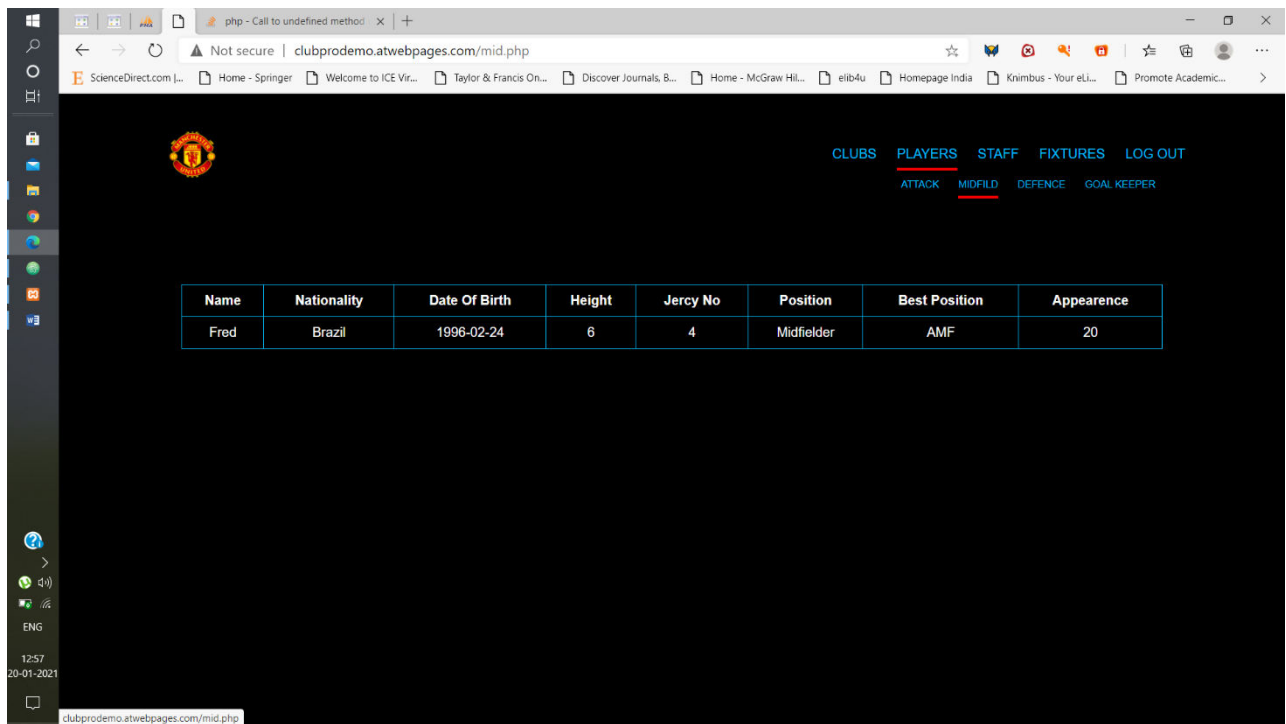
4.2.5 Byren club Page



4.2.6 All players Page

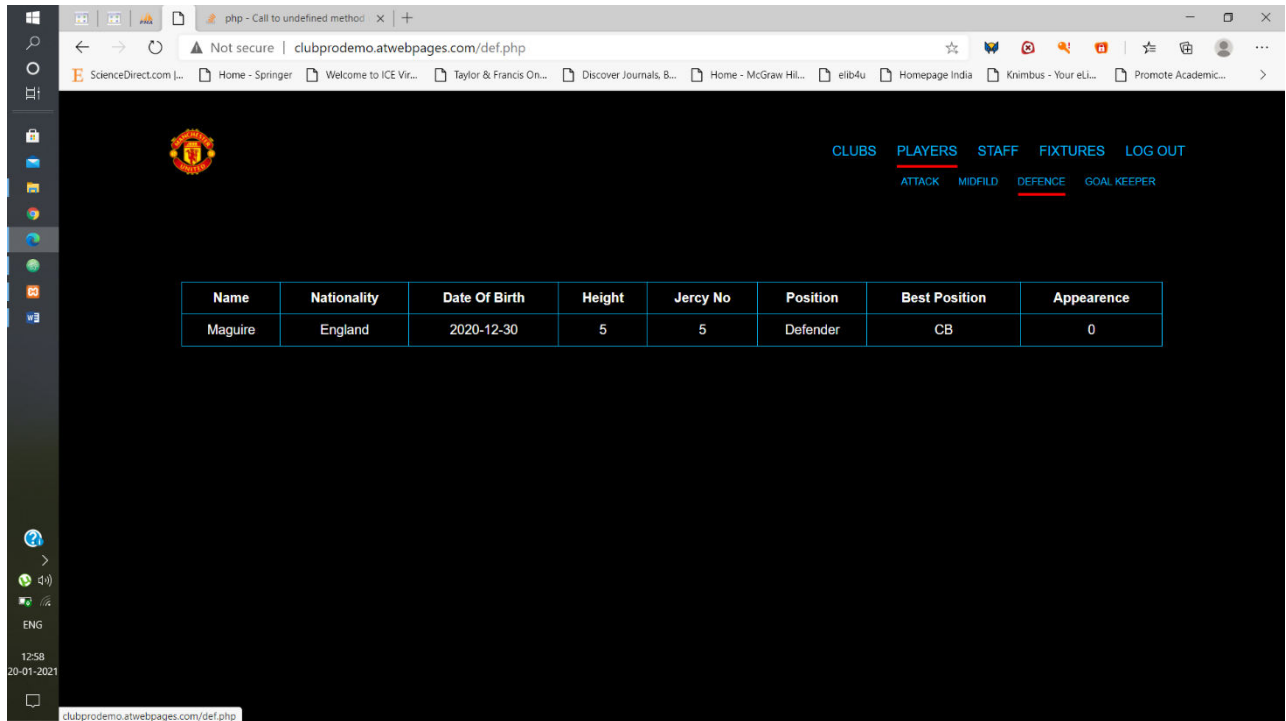


4.2.7 Attackers Page

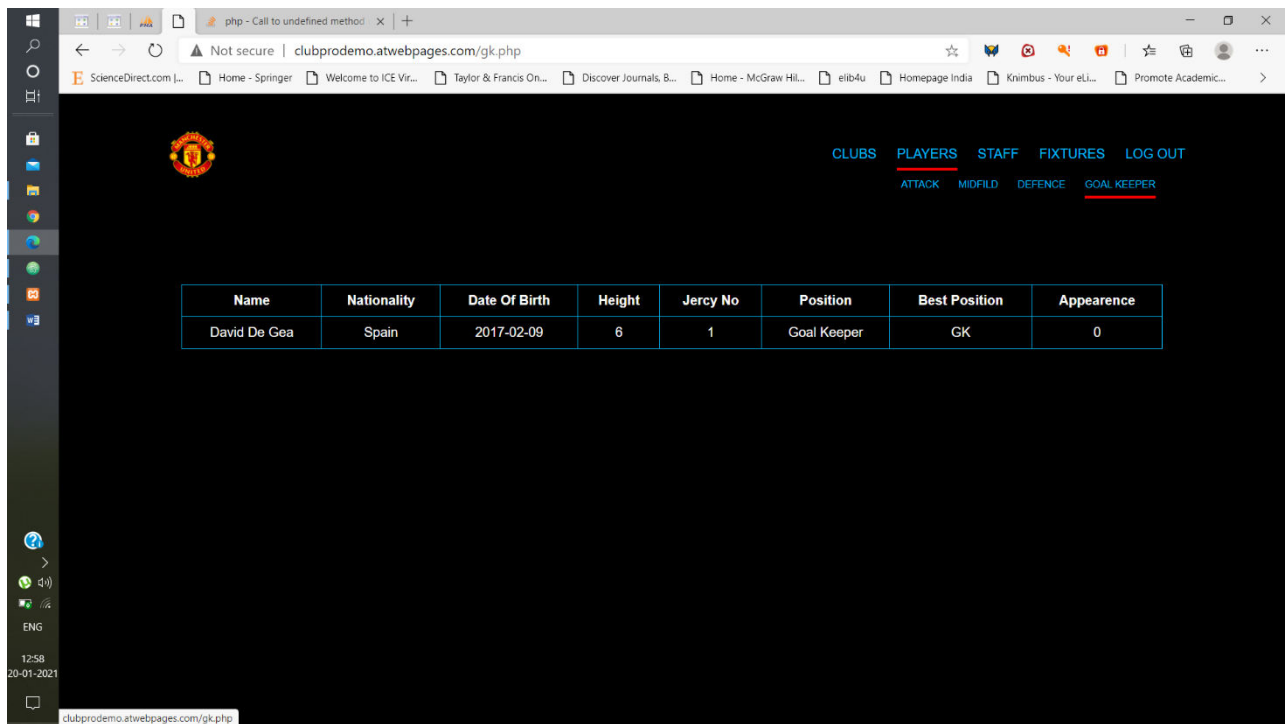


4.2.8 Midfielder Page

FOOTBALL CLUB DATABASE MANAGEMENT SYSTEM

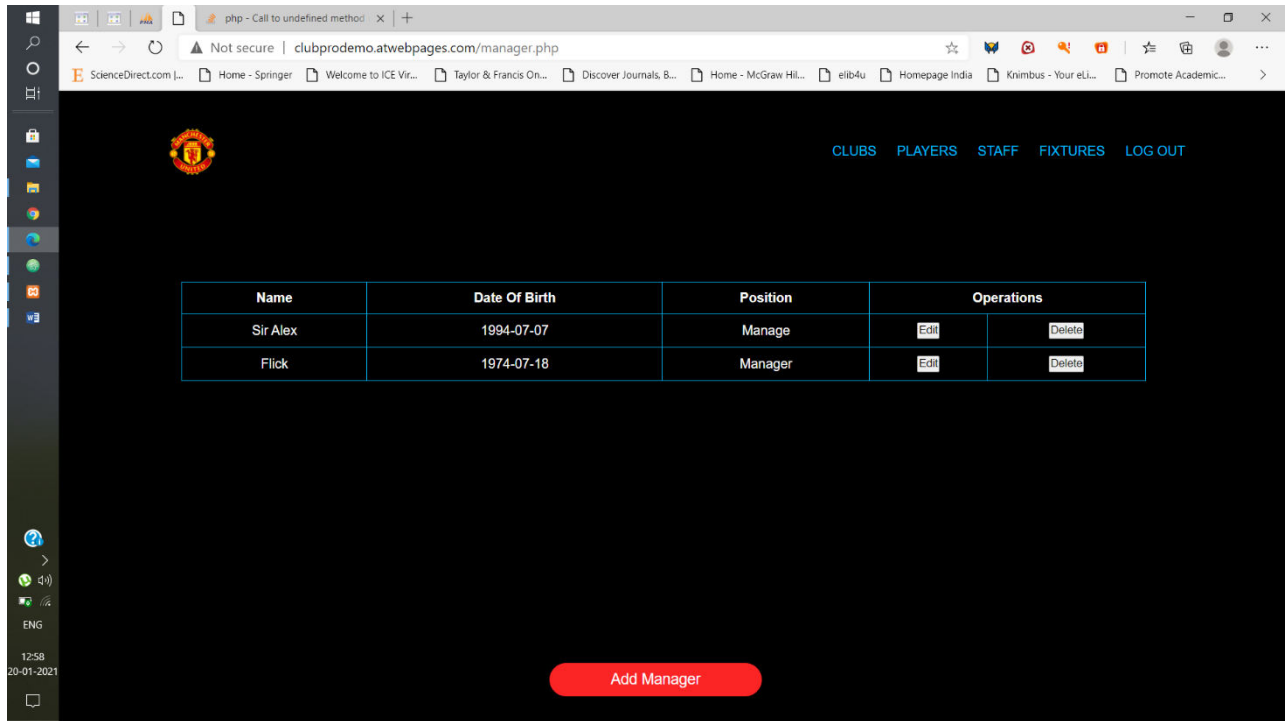


4.2.9 Defender Page

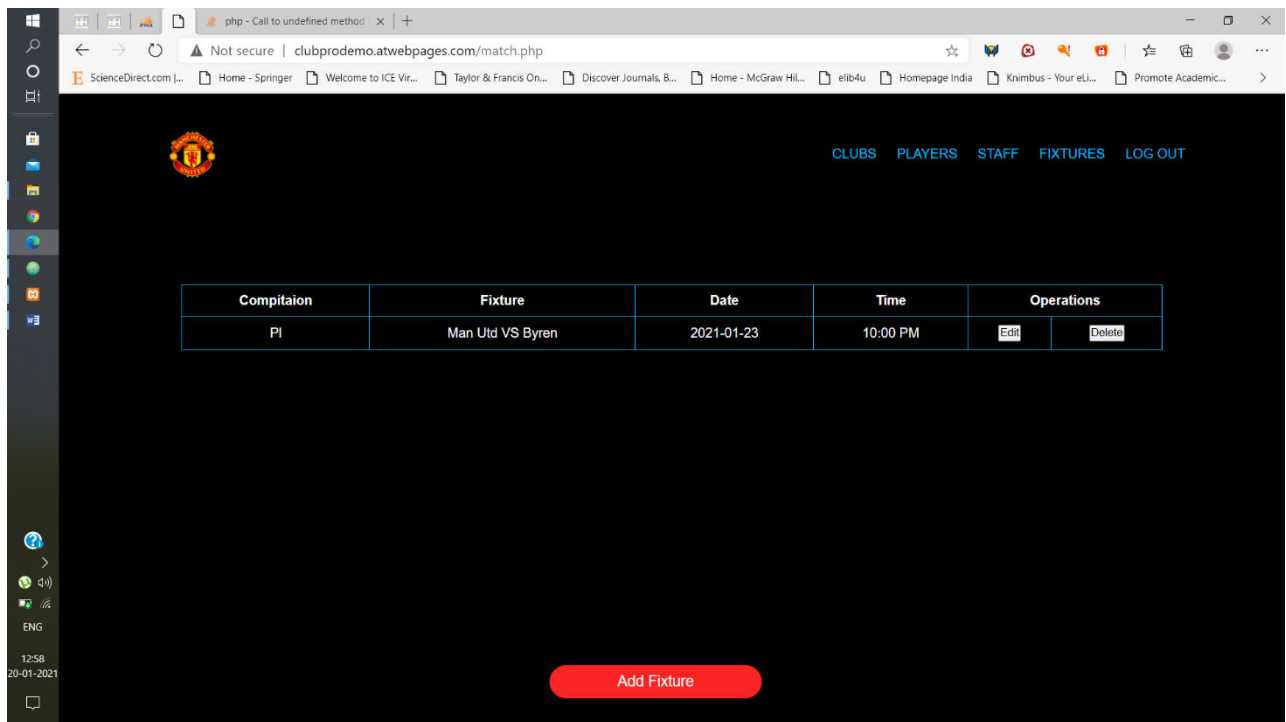


4.2.10 Goal keeper Page

FOOTBALL CLUB DATABASE MANAGEMENT SYSTEM



4.2.11 Staff Page



4.2.12 Fixtures Page

CONCLUSION

This project is to digitalize the database of Football club in Organization and enabling Administrators to have benefit from Computers Software acts as a Information System between football club database and administrator. Here the admin can keep his/her database secure and safe for a unlimited period of time.

Software provides Football club database management system for inserting, updating, searching and deleting records with ease and simplicity. We will provide fresh new approach to our esteemed admin to search for records and make database in digital way.

REFERENCES

1. “Fundamentals of Database System” by Shamkant.b.navathe, 5th Edition, published by Dorling Kindersley.
2. “[PHP Tutorial \(w3schools.com\)](http://www.w3schools.com) “ for php, database mini projects.