# Abstract

Game management system is the one of the best project which allows admin to manage each game indivisibly. It’s provide each game record details information about current game or upcoming tournaments event, also Track all specific user on the system. It’s track all user on map to show the user profile, prizes, reviews information on the current game.

Game management system used all system recourses to registration new user who will later involved, participate in upcoming events, its helps to add game, delete and update game ,add new tournament, invite user to join event, track all participate user dynamically, reward top player, view all game list, view user list, view all post, keep secure reward transaction details.

User easily modifies their profile, registration email, password, update, and delete personal information related to user who wills already registered on system. Admin allow user to Accept invitation if they want to join events, view result post, view reward details, view team members profile.

Each user get reward point when they join game or review post which created by admin for registered user, player used their reward point to collect prizes.

In this system I have used android framework which support java programming language which run JVM machine which allow administrator to complete shorten task. All task done genuinely using **MVC pattern**. Project will done in waterfall approach which gives more benefits to consume time which declared in WBS.

Database help to interconnect the system with backend service which store the application data. I used online **JSON** structure database which store all date on Google console firebase real time database, whole project source code follow **object oriented programming** concept, which gives much dynamically function to run the application.

JSON help to connect or create virtual database on internet server. Its help to exchange data throw API. Application programming interface (**API**) build the connection to access the features or data of an application, or other services.

This system implement on the **Android studio** which is open source software development platform which gives huge benefits in upcoming future mobile development to modify project recourses.

# Chapter 1

## Introduction

Game management system is web based android application, its help to manage game related issues, manage game details, user profile, track user, and add update delete user games, tournament events. Its works on any android device which support this application, application allow user fully functional with web base database system.

In this development phase all system implements in MCV Patten which separate system with model controller and view part, its helps to implement parents attributes to their each child. It’s managing resource file systemically, so each method has been override when it’s needed.

Java programming language is used for developing the android application, android studio used to make the application; it is open source android mobile development tools which making responsive android mobile programs.