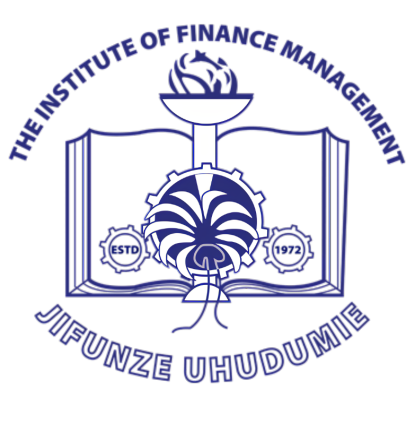
**THE INSTITUTE OF FINANCE MANAGEMENT**



**ITU 08102: WEB DATABASE APPLICATION**

**PROJECT TITLE: DEVELOPMENT OF A WEB-BASED DATABASE SYSTEM FOR FOOTBALL TEAM**

**MANAGEMENT**

**GROUP PROJECT ASSIGNMENT**

**SUBMISSION DATE: 29 JANUARY 2025 AT 1600 HRS**

|  |  |  |
| --- | --- | --- |
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# Project Report

## 1. Project Title

### Football Team Management System

**2. Objective of the Project**

The objective of this project is to create a Football Team Management System that allows administrators to manage players, including adding, updating, deleting, and viewing player details. It aims to provide an easy-to-use interface to manage the football team and improve data handling, such as player statistics and status.

**3. Technologies Used**

* **Backend:** PHP, MySQL
* **Frontend:** HTML, CSS, Bootstrap, Font Awesome
* **Database:** MySQL
* **Tools:** XAMPP (for local server), phpMyAdmin (for database management)

**4. Features of the Project**

The project has several key features:

* **User Authentication:** Users can log in to the system with a valid email and password. Only authorized users (admins) can manage player data.
* **Player Management:** Admins can add, edit, and delete players. The player details include name, position, status, email, and photo.
* **Player Report Generation:** Admins can view a list of all players in the system, with the ability to view detailed player information.
* **Responsive Design:** The user interface is designed to be responsive, allowing it to be used on various devices.

**5. System Design**

The system follows a **Client-Server Architecture**, where:

* **Frontend**: The user interface is built using HTML, CSS, and Bootstrap for a responsive design. PHP is used for dynamic content generation and server-side operations.
* **Backend**: The backend is powered by PHP, which interacts with the MySQL database. The PHP scripts handle tasks such as player management (add, update, delete) and generating player reports.
* **Database**: The database stores all player-related information, including player details such as name, position, status, email, and photo. The database also stores login credentials for administrators.

**6. Database Design**

The database used in the project is called **football\_team\_db**, and it has the following tables:

* **Users Table**: Stores player details.
  + Columns: user\_id, name, position, status, email, photo
* **Login Table**: Stores login credentials for admin users.
  + Columns: email, password

The relationship between the **Users** and **Login** tables is managed using the user\_id.

**7. Implementation Details**

* **Player Management**:
  + Players can be added, updated, or deleted by the administrator.
  + When adding a player, their details are captured and stored in the database.
  + Players can be updated by editing the data through a form.
  + The delete functionality ensures that player records are removed from the database permanently.
* **Report Generation**:
  + The system generates a report listing all players in a tabular format, showing the player’s photo, name, position, status, and email.
  + Each player in the report has "Edit" and "Delete" options for quick management.

**8. User Interface**

* **Login Page**: Allows users to enter their credentials and log in to the system.
* **Dashboard**: After login, the admin is taken to a dashboard where they can manage players.
* **Players List Page**: Displays a table of players with options to edit or delete them.
* **Player Details Page**: Displays detailed information for each player, with the option to delete the player.

**9. Challenges Faced**

* **Database Connection Issues**: During initial testing, there were some connection issues with the database. These were resolved by checking the database credentials and ensuring the server was running correctly.
* **Form Validation**: Ensuring data integrity through form validation was challenging at first. This was resolved by adding proper validation and sanitization for input fields.

**10. Conclusion**

The project was successfully completed with a functional and user-friendly interface. The system allows admins to manage player data effectively, and it meets the objectives set out at the beginning. The project provides an excellent foundation for a real-world application in managing football teams and can be expanded with more advanced features, such as player statistics tracking, game scheduling, and more.

**11. Future Enhancements**

* **Player Statistics**: Adding a feature to track player performance during matches.
* **Game Scheduling**: Allowing the admin to schedule games and match results.
* **Search and Filter**: Implementing a search and filter feature to easily find players by position or status.

**12. References**

* **PHP Manual**: <https://www.php.net/manual/>
* **MySQL Documentation**: <https://dev.mysql.com/doc/>
* **Bootstrap Documentation**: https://getbootstrap.com/docs/5.1/