



Inspiring Excellence

CSE470 : Software Engineering

Project Report

Project Title : Club Management (Football)

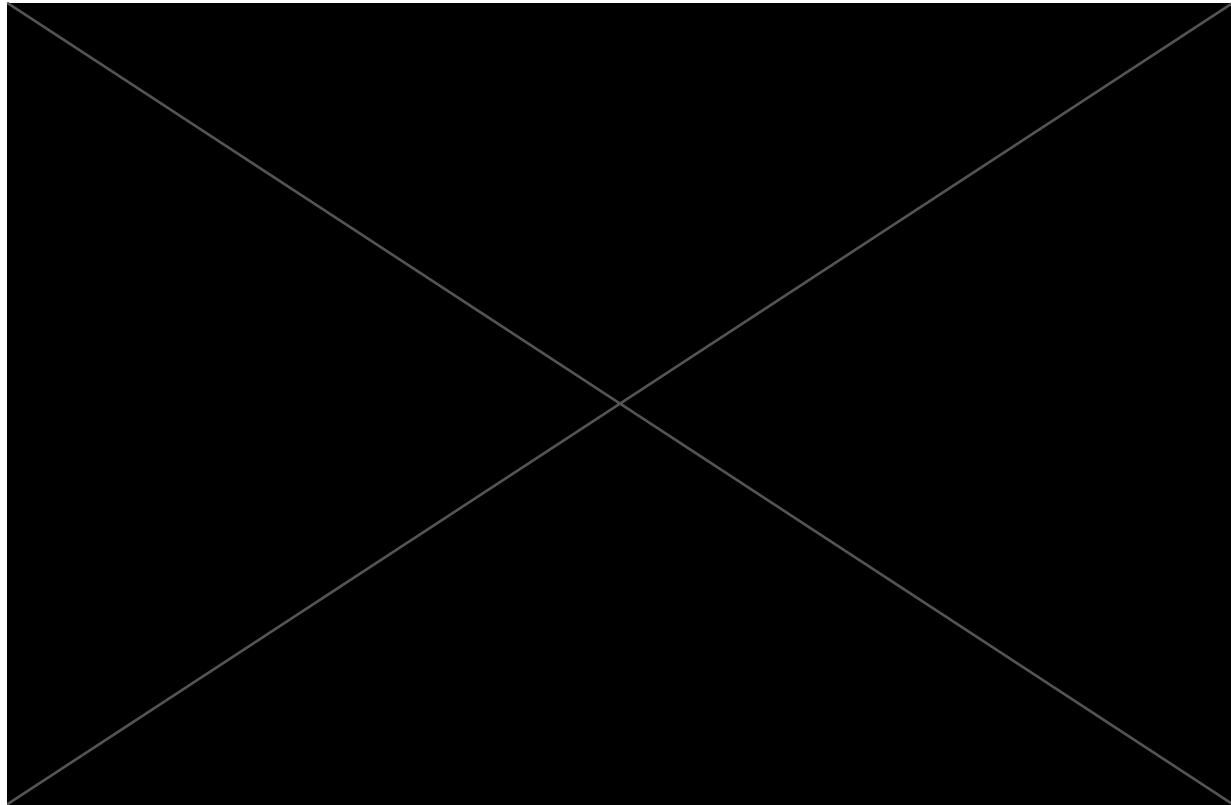


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Introduction

The Football Club Management System is an innovative platform designed to streamline and enhance the management of football clubs, matches, and fan engagement. The system encompasses multiple modules catering to various stakeholders. For scouts and administrators, the system offers player management capabilities, including adding players with their profiles, performance tracking, and automated rating generation. Clubs benefit from a comprehensive suite of features, allowing them to create and manage their own clubs, conduct player transfers through a bidding system, form playing XIs, and generate PDF reports for insights. The match module enables administrators to arrange matches, manage ticketing through an intuitive system, track match results and statistics, and notify stakeholders via email. Fans can actively participate through the comment and reply system, search functionalities, requesting specific club matches, and easily purchasing tickets. This holistic system bridges the gap between football clubs, players, and fans, fostering a dynamic and organized football ecosystem. Through its diverse functionalities, the Football Club Management System revolutionizes how football operations are conducted and experienced, enhancing efficiency and engagement in the world of football.

Functional Requirements

1. Admin can add players along with all attributes and image
2. Admin can do Performance Tracking of players
3. Ranking System for Players
4. Sponsors can Sponsor Matches and Admin can Approve
5. Clubs users can create and manage football clubs, including basic information such as name, logo, and location
6. Bidding System between clubs
7. Clubs can view Playing XI and assigning position
8. Clubs can get Report by PDF
9. Admin can Arrange Match
10. Admin can generate Tickets
11. Admin can update Match Results and Statistics
12. Admin can Email Fans
13. Fan can Comment and Reply System
14. Fan can Search Players
15. Club Can Request Matches
16. Fan can Purchase Ticket

User Manual

For our web application we have four interfaces. The interfaces are - scout/admin, club, sponsor, and fan.

Fan

A fan can register or log in from the homepage using the “Login” and “Register” button. There are three modules for the fan interface:

- Comment and Reply
- Search Player
- Purchase Ticket

For any kind of users, they all have to log in through the home page. Both the members and non members can view this page. But the page will not show all the functionalities for a non member user. In figure 1, we can see the interface of the homepage while viewing it as a non member user.

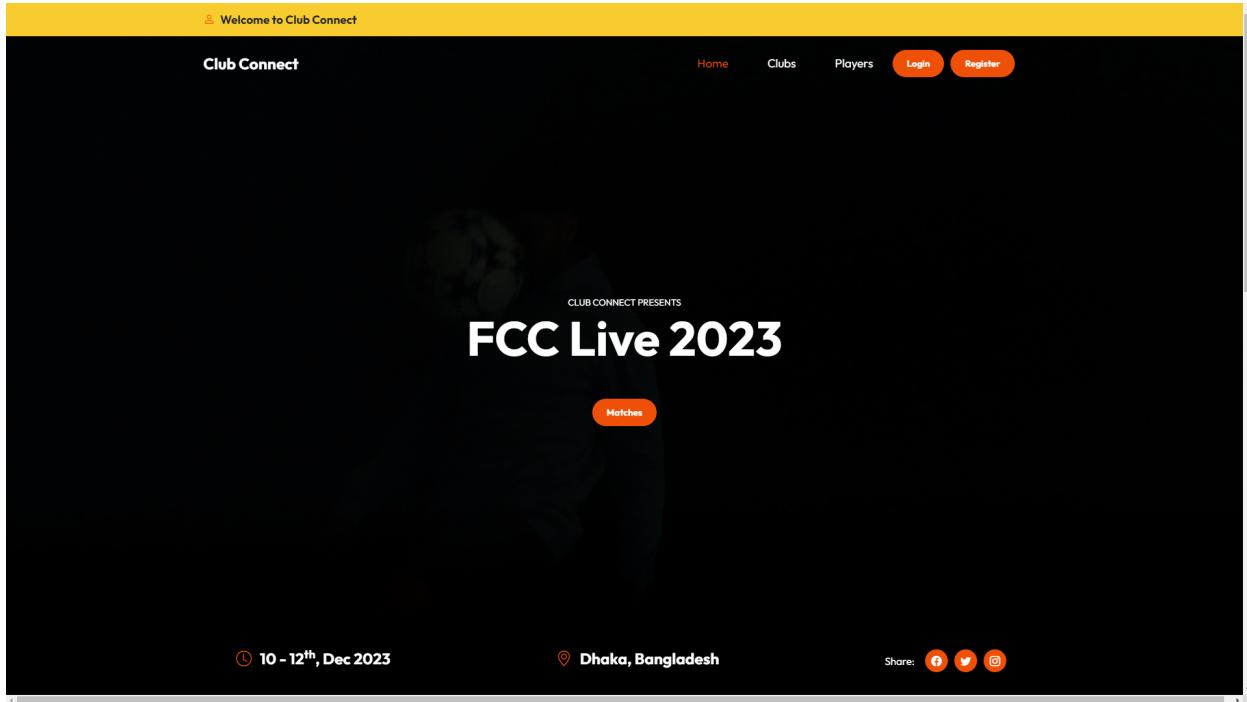


Figure 1: HomePage (Non - member User)

In figure 2, we can see the interface of the homepage while viewing it as a fan user.

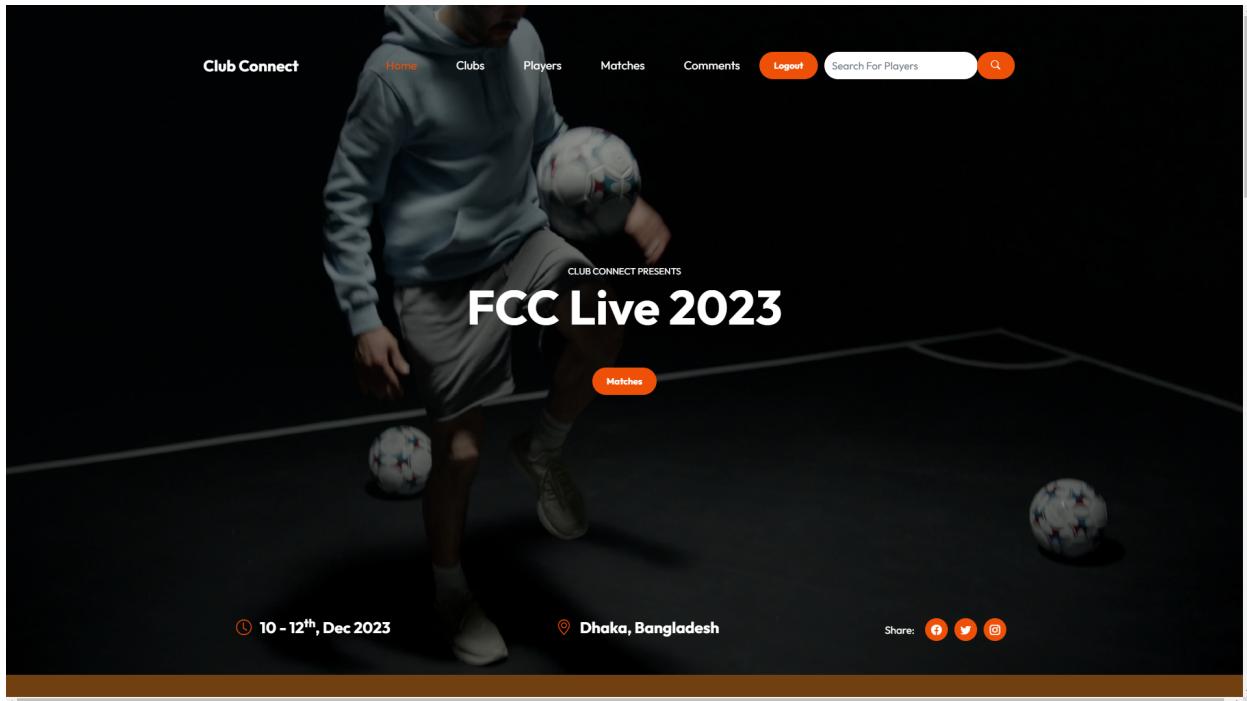


Figure 2: HomePage (Fan User)

While viewing as a non member user, the user gets five functionalities -

- **Home:** This button scrolls back to the top of the homepage. (Figure 1)
- **Clubs:** This button takes you to the part of the homepage where all the clubs will be listed. (Figure 3)
- **Players:** This button takes the user to the part of the homepage where the best three players are listed. (Figure 4)
- **Login:** This button takes to a login page. (Figure 5)
- **Register:** This button takes you to a register page. (Figure 6)

While viewing as a fan user, the user gets seven functionalities -

- **Home:** This button scrolls back to the top of the homepage. (Figure 2)
- **Clubs:** This button takes you to the part of the homepage where all the clubs will be listed. (Figure 3)
- **Players:** This button takes the user to the part of the homepage where the best three players are listed. (Figure 4)
- **Logout:** This button allows a fan user to log out from the page.
- **Matches:** This button takes a user to the part of the homepage where it shows the upcoming matches between clubs. And also tickets are shown to be purchased from the matches section. (Figure 7)
- **Comments:** This button directs to the comment section for fans to be able to comment and reply. (Figure 8)
- **Search:** This button takes to a different page showing the player or players mentioned in the search field. (Figure 9)

The images on the next pages show all the functionalities of a fan and a non member user in the homepage.

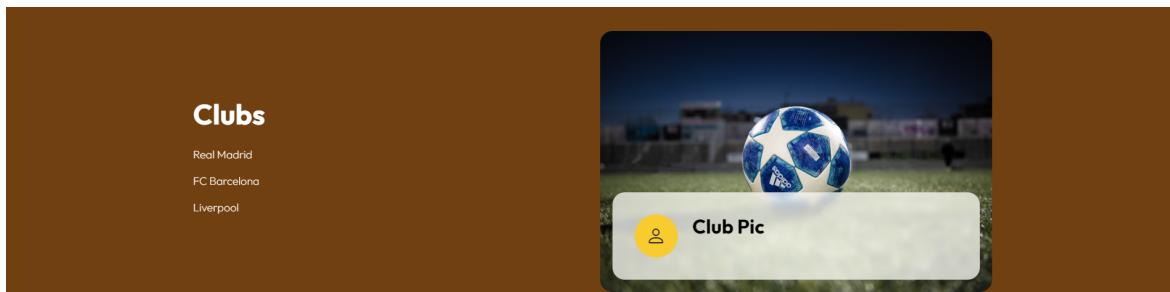


Figure 3: Clubs

Top 3 Players

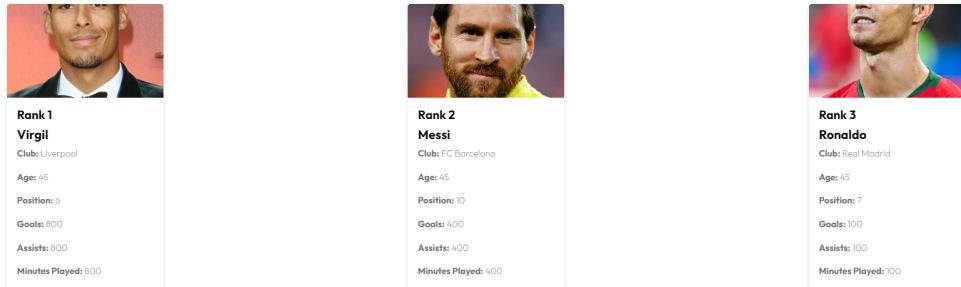


Figure 4: Players

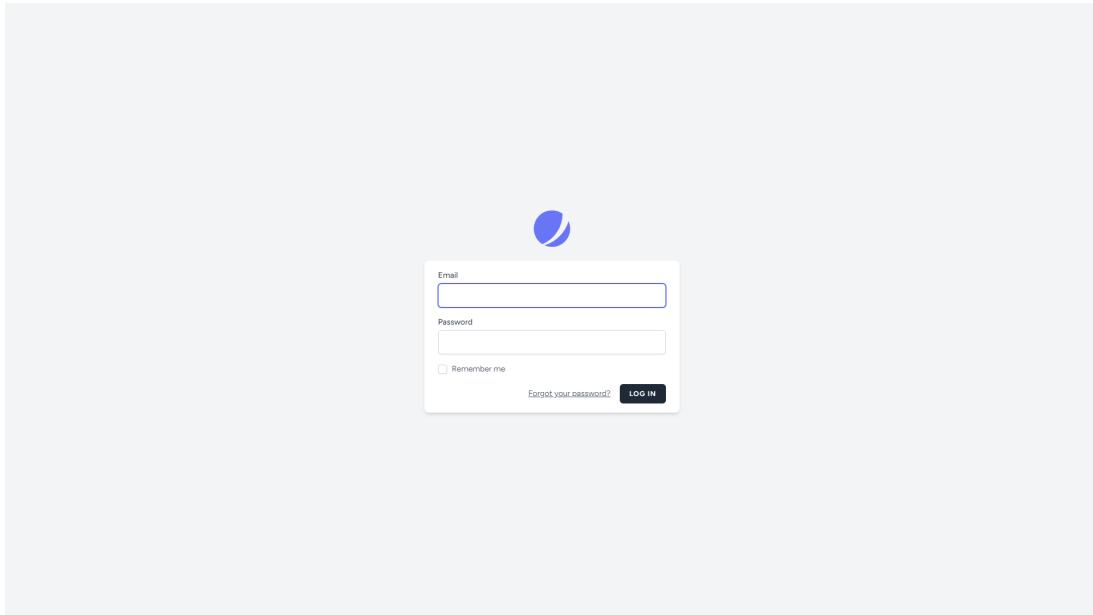


Figure 5: Login

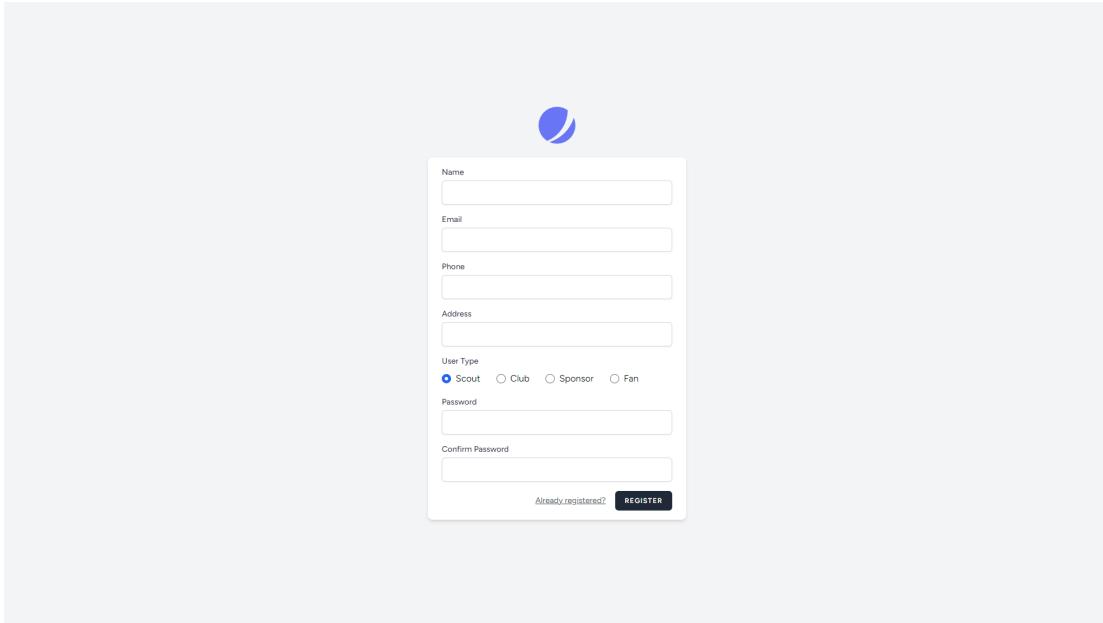


Figure 6: Register

Tickets

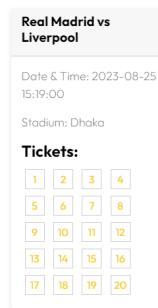


Figure 7: Matches

Comments

Comment Here

Comment

All Comments

fan
Second Comment

Reply
fan
First comment

Reply
fan
First reply

Reply

Figure 8: Comments

Players												
Name	Age	Height	Weight	Position	Experience	Rank	Goals	Assists	Mins Played	Club	Image	
Messi	45	180	80	10	300	2	400	400	400	FC Barcelona		

Figure 9: Search Page

Scout/Admin

There are total ten modules for the admin interface. First of all to be a admin, we need to register as a admin from the homepage. After we have our credentials, we can use them to log in to our admin page. There will be a sidebar and it will contain all the modules listed below -

- Pending Bids (Figure 10)
- Add Player (Figure 11)
- Track Performance (Figure 12)
- Ranking (Figure 13)
- Initiate Match (Figure 14)
- Match Requests (Figure 15)
- Sponsor Approval (Figure 16)
- Matches (Figure 17)
- Ticket (Figure 18)
- Email System (Figure 19)

Explanation of each modules:

Pending Bids: From the sidebar when we click the pending bids button, we will be taken to a page where, if club members have requested for a bid for a particular player, it will be shown in this pending bids page. There will be two buttons Accept and Decline. The admin will be able to accept the requested bid for a particular player by a club by pressing the accept button. And by pressing the decline button they can cancel the bid request. On the pending bids page, id of the club requesting the bid will be displayed and also the id of the player for which the bid is requested will be shown.

Add Player: This button will direct to a page where there will be a form to be filled up by the admin to add a player. We will provide all the necessary information for a player in this form.

Track Performance: This page allows a admin to update some particular informations such as goals, assists and minutes played for a particular player.

Ranking: This page creates a list of all the players there are in the database, showing all of their ranking in ascending order.

Initiate Match: This page allows a admin to create a match between two clubs, fix the date of the match and the stadium.

Match Requests: This page will show the requested match between two clubs, which a admin can accept or deny.

Sponsor Approval: This page will show the sponsor approval request from sponsors which a admin can accept or deny.

Matches: This will show all the matches initiated by admins. When the match will be over a admin can come here and press the End Match button to end the match.

Ticket: Here for every match an admin can select a particular match and can assign how many tickets will be available for that particular match.

Email System: This page will let a admin to email all the registered fans individually. They can manually write about a upcoming match to all the fans.

The images on the next pages show all the functionalities of a admin/scout.

The screenshot shows the Club Connect application interface. At the top right, there is a 'Logout' button and a user profile icon. On the left, a sidebar menu includes 'HOME', 'Dashboard', 'Pending Bids' (which is highlighted in blue), 'PLAYER' (with 'Add Player', 'Track Performance', and 'Ranking' options), 'MATCH' (with 'Initiate Match', 'Match Requests', 'Sponsor Approval', 'Matches', and 'Ticket' options), and 'MATCH NEWS' (with 'Email System' option). The main content area displays three pending bids:

- Bid from Club ID: 9 for Player ID: 5
 -
 -
- Bid from Club ID: 9 for Player ID: 6
 -
 -
- Bid from Club ID: 9 for Player ID: 7
 -
 -

Figure 10: Pending Bids

The screenshot shows the Club Connect application interface. At the top right, there is a 'Logout' button and a user profile icon. On the left, a sidebar menu includes 'HOME', 'Dashboard', 'Pending Bids', 'PLAYER' (with 'Add Player' highlighted in blue), 'MATCH' (with 'Initiate Match', 'Match Requests', 'Sponsor Approval', 'Matches', and 'Ticket' options), and 'MATCH NEWS' (with 'Email System' option). The main content area is titled 'Add Player' and contains a form with the following fields:

- Name:
- Age:
- Height:
- Weight:
- Contact No:
- Address:
- Playing Position:
- Experience:
- Goals:
- Assist:
- Minutes Played:
- Player's Club:
- Image: No file chosen

At the bottom of the form is a blue 'Add Player' button.

Figure 11: Add Player

Track Performance

Name	Age	Height	Weight	Position	Goals	Assists	Minutes Played	Action
Ronaldo	45	180	80	7	100	100	100	<input type="text"/> Goals <input type="text"/> Assists <input type="text"/> Minutes Played Update
Bale	45	180	80	3	20	20	20	<input type="text"/> Goals <input type="text"/> Assists <input type="text"/> Minutes Played Update
Karim	45	180	80	4	30	30	30	<input type="text"/> Goals <input type="text"/> Assists <input type="text"/> Minutes Played Update
Luka	45	180	80	5	40	40	40	<input type="text"/> Goals <input type="text"/> Assists <input type="text"/> Minutes Played Update
Sergio	45	180	80	6	50	50	50	<input type="text"/> Goals <input type="text"/> Assists <input type="text"/> Minutes Played Update
Jordi	45	180	80	2	20	20	20	<input type="text"/> Goals <input type="text"/> Assists <input type="text"/> Minutes Played Update
Messi	45	180	80	10	400	400	400	<input type="text"/> Goals <input type="text"/> Assists <input type="text"/> Minutes Played Update

Figure 12: Track Performance

Ranking

★ Rank 1 Virgil Club: Liverpool Age: 45 Position: 6 Goals: 800 Assists: 800 Minutes Played: 800	★ Rank 2 Messi Club: FC Barcelona Age: 45 Position: 10 Goals: 400 Assists: 400 Minutes Played: 400	★ Rank 3 Ronaldo Club: Real Madrid Age: 45 Position: 7 Goals: 100 Assists: 100 Minutes Played: 100
★ Rank 4 Sadio Club: Liverpool Age: 45 Position: 6 Goals: 60 Assists: 60 Minutes Played: 60	★ Rank 5 Sergio Club: Real Madrid Age: 45 Position: 6 Goals: 50 Assists: 50 Minutes Played: 50	★ Rank 6 Luka Club: Real Madrid Age: 45 Position: 5 Goals: 40 Assists: 40 Minutes Played: 40

Figure 13: Ranking

The screenshot shows the Club Connect application interface. On the left is a sidebar with navigation links: HOME (Dashboard, Pending Bids), PLAYER (Add Player, Track Performance, Ranking), MATCH (Initiate Match, Match Requests, Sponsor Approval, Matches, Ticket), and MATCH NEWS (Email System). The 'Initiate Match' link is highlighted with a blue background. The main content area has a 'Logout' button and a user icon at the top right. It contains fields for Team 1 (Select Team 1), Team 2 (Select Team 2), Match Date and Time (min/dd/yyyy -::-- ::--), Stadium (Stadium), and a 'Create Match' button.

Figure 14: Initiate Match

The screenshot shows the Club Connect application interface. The sidebar includes HOME (Dashboard, Pending Bids), PLAYER (Add Player, Track Performance, Ranking), MATCH (Initiate Match, Match Requests, Sponsor Approval, Matches, Ticket), and MATCH NEWS (Email System). The 'Match Requests' link is highlighted with a blue background. The main content area has a 'Logout' button and a user icon at the top right. A table titled 'Match Requests' lists one entry: Barcelona vs Real Madrid on 2023-08-29 at Old Trafford with a pending status. Action buttons 'Approve' and 'Decline' are shown next to the row.

Club	Team 2	Match Date and Time	Stadium	Status	Action
Barcelona	Real Madrid	2023-08-29 07:11:00	Old Trafford	Pending	<button>Approve</button> <button>Decline</button>

Figure 15: Match Requests

The screenshot shows the Club Connect application interface. On the left is a sidebar with navigation links:

- HOME**
- Dashboard**
- Pending Bids**
- PLAYER**
- Add Player**
- Track Performance**
- Ranking**
- MATCH**
- Initiate Match**
- Match Requests**
- Sponsor Approval** (highlighted with a blue background)
- Matches**
- Ticket**
- MATCH NEWS**
- Email System**

The main content area displays a bKash logo and information about a match between Barcelona and Real Madrid, with a desired value of 1999. It includes "Approve" and "Decline" buttons.

Figure 16: Sponsor Approval

The screenshot shows the Club Connect application interface. On the left is a sidebar with navigation links:

- HOME**
- Dashboard**
- Pending Bids**
- PLAYER**
- Add Player**
- Track Performance**
- Ranking**
- MATCH**
- Initiate Match**
- Match Requests**
- Sponsor Approval**
- Matches** (highlighted with a blue background)
- Ticket**
- MATCH NEWS**
- Email System**

The main content area displays a match between Real Madrid and Liverpool, scheduled for 2023-08-25 at 15:19:00 at the Dhaka Stadium. It includes an "End Match" button.

Figure 17: Matches

Ticket System

Match: 1

Match Details:

Team 1: Real Madrid
Team 2: Liverpool
Stadium: Dhaka
Match Date and Time: 2023-08-25 15:19:00
Number of Seats:

Create Tickets

Available Seats:

[1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [11](#) [12](#) [13](#) [14](#) [15](#) [16](#) [17](#) [18](#) [19](#) [20](#)

HOME
Dashboard
Pending Bids

PLAYER
Add Player
Track Performance
Ranking

MATCH
Initiate Match
Match Requests
Sponsor Approval
Matches
Ticket

MATCH NEWS
Email System

Logout

Figure 18: Ticket

Fans

Name	Email	Phone	Address	Send Email
fan	fan@gmail.com	11	11	Email
fan2	fan2@gmail.com	11	11	Email
fan3	demo7066@gmail.com	11	11	Email

HOME
Dashboard
Pending Bids

PLAYER
AddPlayer
Track Performance
Ranking

MATCH
Initiate Match
Match Requests
Sponsor Approval
Matches
Ticket

MATCH NEWS
Email System

Logout

Figure 19: Email System

Club

There are total seven modules for the admin interface. First of all to be identified as a registered club owner, we need to register from the homepage. After we have our credentials, we can use them to log in to our club page. There will be a sidebar and it will contain all the modules listed below -

- My Club (Figure 20)
- View Bid Status (Figure 21)
- Players (Figure 22)
- Other Players (Figure 23)
- XI Squad (Figure 24)
- Request Match (Figure 25)
- Report Generate (Figure 26)

Explanation of each modules:

My Club: When we log in as a club owner for the first time, this page will have a button and after clicking, it will show a form to register his or her club. Next time when the club owner logs in, the same page will show a box with the club logo and name. There will be a edit button to edit the club information if desired by the club owner.

View Bid Status: If a particular club owner requests bids for players from the other players page, view bid status page will show the pending bids which are not yet accepted by the admin. And if accepted the page will show the status for each bid as accepted. If a requested bid is not seen in the view bid status page, that means that particular bid request has been declined.

Players: This page shows all the players with their information for that particular club.

Other Players: This page shows information about all the players of all other clubs. There is a action column in the players table, where a particular club owner can place a bid and submit the bid request using the submit button.

XI Squad: This a page where a club owner designs the position of players on the field by dragging the the players from the left upper corner and placing them on the field image accordingly.

Request Match: This page allows a club owner to request a match to the admin by filling up a form which asks for the club with which the match will take place, the date of the scheduled match, and the place.

Report Generate: There will be only a single button on the page, called Print PDF, this will allow the club owner to print the details of all the players of that club.

The images on the next pages show all the functionalities of a club owner.

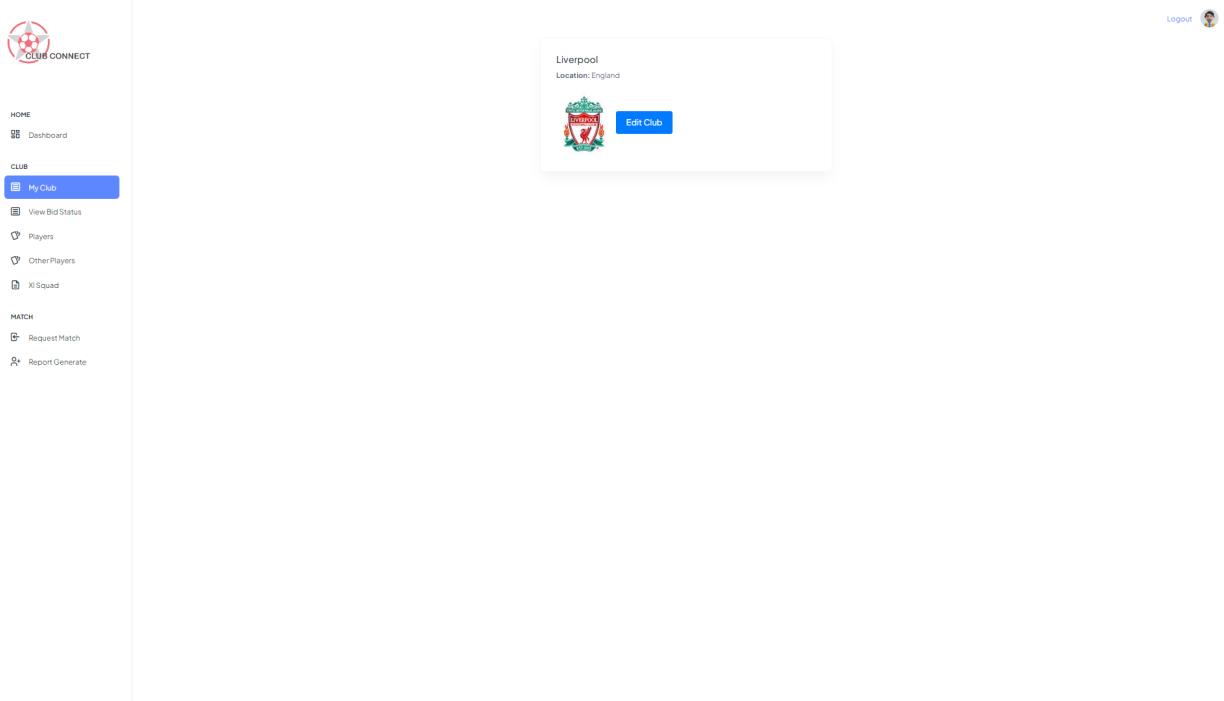


Figure 20: My Club

Bid Status

```

Bid ID: 10
Player ID: 5
Status: Pending

Bid ID: 11
Player ID: 6
Status: Pending

Bid ID: 12
Player ID: 7
Status: Pending

```

Figure 21: View Bid Status



CLUB CONNECT

HOME

- Dashboard

CLUB

- My Club
- View Bid Status

Players

- Other Players
- Xi Squad

MATCH

- Request Match
- Report Generate

Players

Name	Age	Height	Weight	Contact	Address	Position	Experience	Goals	Assists	Mins Played	Club
Alisson	45	180	80	11	11	2	20	20	20	20	Liverpool
Andrew	45	180	80	11	11	3	30	30	30	30	Liverpool
Roberto	45	180	80	11	11	4	40	40	40	40	Liverpool
Sadio	45	180	80	11	11	6	60	60	60	60	Liverpool
Virgil	45	180	80	11	11	6	180	800	800	800	Liverpool

Figure 22: Players



CLUB CONNECT

Logout

HOME

- Dashboard

CLUB

- My Club
- View Bid Status

Players

- Other Players
- Xi Squad

MATCH

- Request Match
- Report Generate

Players

Name	Age	Height	Weight	Contact	Address	Position	Experience	Goals	Assists	Mins Played	Club	Action
Ronaldo	45	180	80	11	11	7	10	100	100	100	Real Madrid	Place E Submit
Bale	45	180	80	11	11	3	20	20	20	20	Real Madrid	Place E Submit
Karim	45	180	80	11	11	4	30	30	30	30	Real Madrid	Place E Submit
Luka	45	180	80	11	11	5	40	40	40	40	Real Madrid	Place E Submit
Sergio	45	180	80	11	11	6	50	50	50	50	Real Madrid	Place E Submit
Jordi	45	180	80	11	11	2	20	20	20	20	FC Barcelona	Place E Submit
Messi	45	180	80	11	11	10	300	400	400	400	FC Barcelona	Place E Submit
Ronald	45	180	80	11	11	3	20	20	20	20	FC Barcelona	Place E Submit
Busquets	45	180	80	11	11	4	30	30	30	30	FC Barcelona	Place E Submit
Thiago	45	180	80	11	11	6	40	40	40	40	FC Barcelona	Place E Submit

Figure 23: Other Players



Figure 24: XI Squad

Initiate a Match

Choose Team
Select Team

Match Date and Time
mm/dd/yyyy --:-- --

Stadium

Request for Match

Figure 25: Request Match

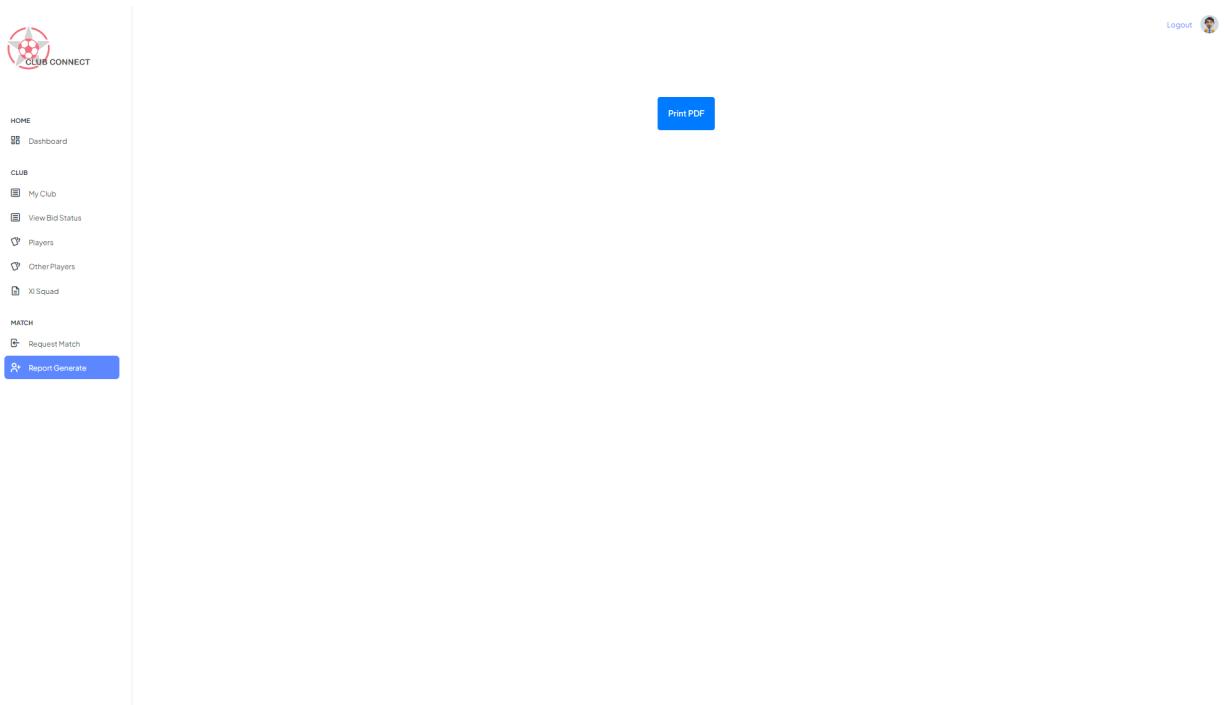


Figure 26: Report Generate

Sponsor

There are total two modules for the sponsor interface. First of all to be identified as a sponsor, we need to register from the homepage. After we have our credentials, we can use them to log in to our sponsor page. There will be a sidebar and it will contain all the modules listed below -

- Match (Figure 27)
- Requests Page (Figure 28)

Explanation of each modules:

Match: This page will allow to choose for which match the user can sponsor. Provide a image of the sponsor and the desired amount of money the user would like to sponsor. By pressing the submit button the request for the sponsor will be submitted and the admin will be able to view the request.

Requests Page: This page will show all the requested sponsors for different matches for that particular user.

The next page shows the functionalities of a sponsor.

CLUB CONNECT

HOME

Dashboard

Sponsor

Match

Requests Page

Logout

Match Sponsor Page

Real Madrid vs Liverpool

Choose File No file chosen

Desired Value

Submit Sponsorship

Figure 27: Match

CLUB CONNECT

Logout

Sponsor Page

HOME

Dashboard

Sponsor

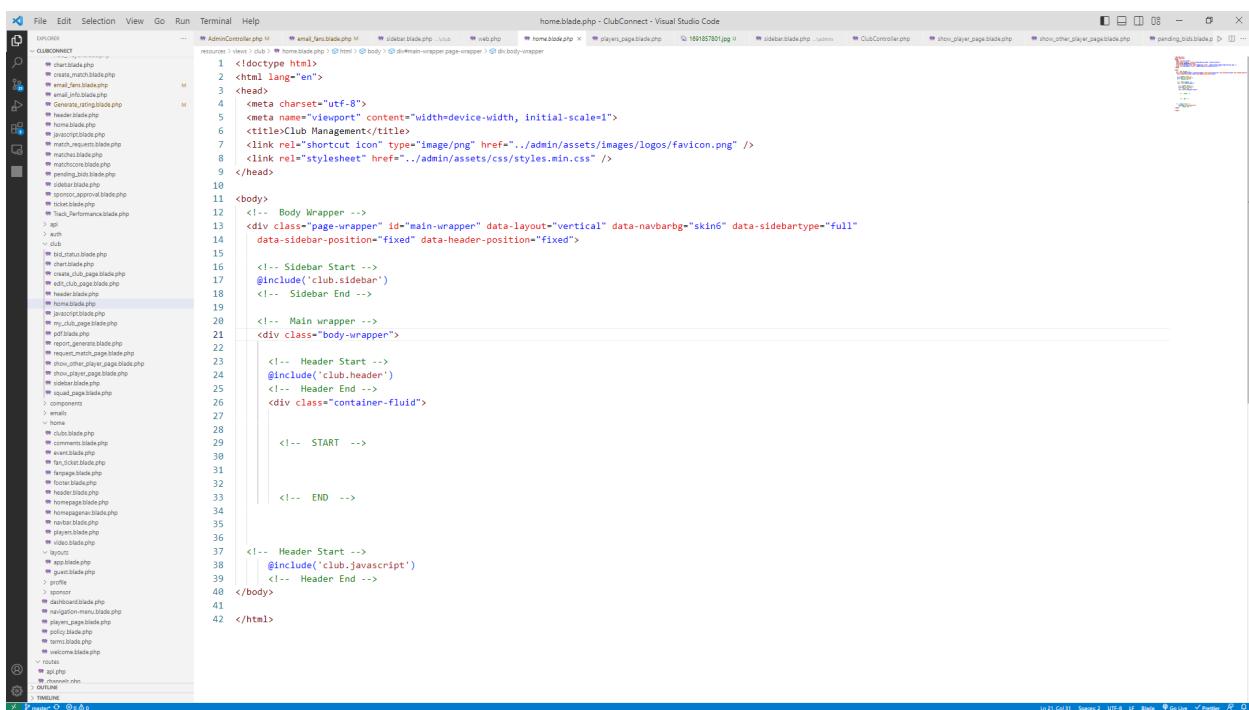
Match

Requests Page

Figure 28: Requests Page

Frontend Development

We have worked on the front end part of the project using three different languages. They are HTML, CSS, and JAVASCRIPT. HTML has been used to create the structure of what will be viewed. Figure 29 shows a simple implementation of HTML code. CSS was used to design the front end. It was used to make the front end more beautiful. Figure 30 shows a simple implementation of CSS code. And JS was used for different types of event handling. Figure 31 shows a code snippet implementing JS.



The screenshot shows the Visual Studio Code interface with the 'home.blade.php' file open. The file contains the following HTML code:

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1">
    <title>Club Management</title>
    <link rel="shortcut icon" type="image/png" href="../../admin/assets/images/logos/favicon.png" />
    <link rel="stylesheet" href="../../admin/assets/css/styles.min.css" />
</head>
<body>
    <!-- Body Wrapper -->
    <div class="page-wrapper" id="main-wrapper" data-layout="vertical" data-navbarbg="skin6" data-sidebartype="full"
        data-sidebar-position="fixed" data-header-position="fixed">
        <!-- Sidebar Start -->
        @include('club.sidebar')
        <!-- Sidebar End -->
        <!-- Main wrapper -->
        <div class="body-wrapper">
            <!-- Header Start -->
            @include('club.header')
            <!-- Header End -->
            <div class="container-fluid">
                <!-- START -->
                <!-- END -->
            <!-- Header Start -->
            @include('club.javascript')
            <!-- Header End -->
        </body>
    </div>
</body>

```

Figure 29: HTML Code

```

27] <style>
28
29 .Ticket-Text{
30   align-items: center;
31   text-align:center;
32 }
33 }
34 .ticket-seat {
35   width: 30px;
36   height: 30px;
37   border: 1px solid #ccc;
38   margin: 5px;
39   display: flex;
40   justify-content: center;
41   align-items: center;
42   cursor: pointer;
43 }
44
45 .selected {
46   background-color: #ffcc00;
47 }
48
49 .purchased {
50   background-color: #fff000;
51 }
52
53 .card {
54   border: none;
55   box-shadow: 0 4px 8px rgba(0, 0, 0, 0.1);
56   transition: transform 0.3s ease;
57   max-width: 250px;
58   margin: 10px;
59   display: flex;
60 }
61
62
63 .card:hover {
64   transform: translateY(-3px);
65 }

```

Figure 30: CSS Code

```

141 <!-- JAVASCRIPT FILES -->
142 <script src="home/js/jquery.min.js"></script>
143 <script src="home/js/bootstrap.min.js"></script>
144 <script src="home/js/jquery.sticky.js"></script>
145 <script src="home/js/click-scroll.js"></script>
146 <script src="home/js/custom.js"></script>
147
148
149
150 </body>
151
152 </html>

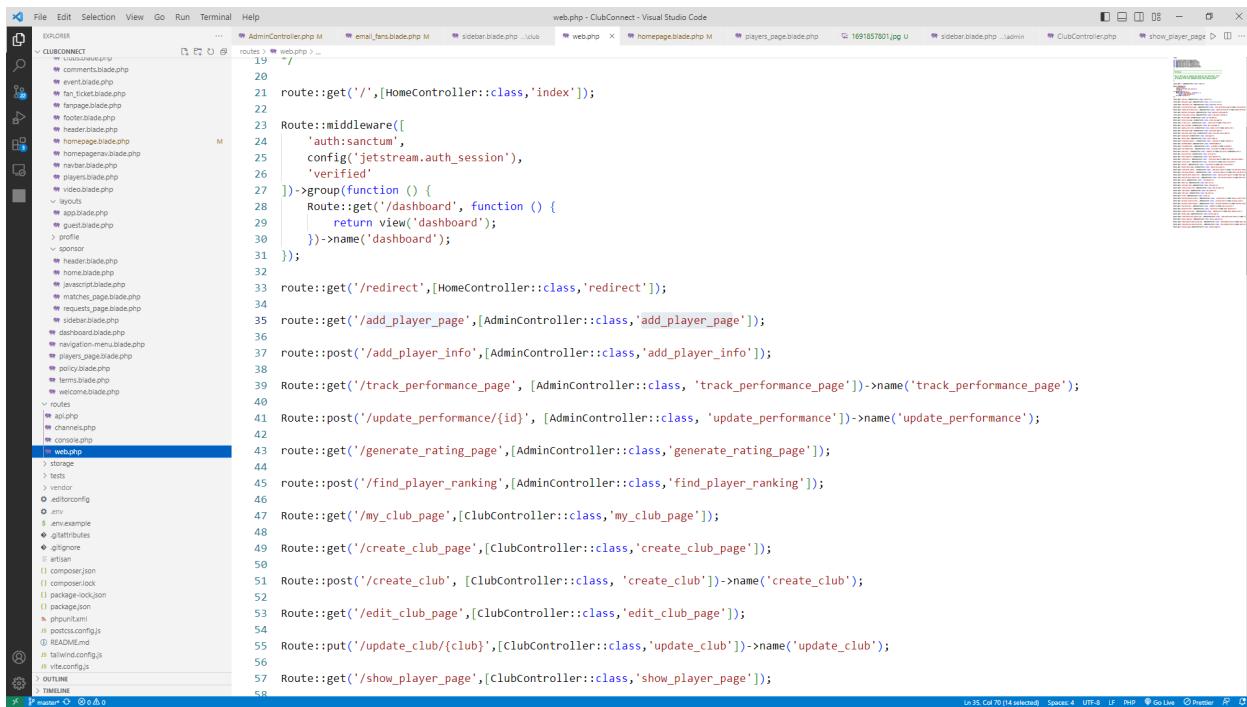
```

Figure 31: JS Code

Backend Development

For the Backend Development we have used the laravel framework which uses php language for the backend. In laravel how the backend code works is explained below.

First of all to go to a page we click on a button from the sidebar of any user page. But to actually take us to a different page we create a route in the web.php file (Figure 32), This route also calls a function from the controller for that particular user, where it is defined to direct to which page. As we have four user interfaces we were required to create many routes (Figure 32) and many functions for all the controllers (Figure 33) of the four different users.



```

web.php - ClubConnect - Visual Studio Code
File Edit Selection View Go Run Terminal Help
CLUBCONNECT
    > web.php
        comments.blade.php
        event.blade.php
        fan.blade.php
        footer.blade.php
        header.blade.php
        homepage.blade.php
        navbar.blade.php
        navigation.blade.php
        video.blade.php
        > layouts
            app.blade.php
            guest.blade.php
            > profile
                > editor
                    header.blade.php
                    home.blade.php
                    javascript.blade.php
                    matches_page.blade.php
                    requests_page.blade.php
                    sidebar.blade.php
                    welcome.blade.php
                > notices
                    > archive
                        channels.php
                        console.php
                    > timeline
                        master.php
        > web.php
            storage
            tests
            editor
            editorconfig
            .env
            $env.example
            $gitattributes
            .gitignore
            composer.json
            composer.lock
            package-lock.json
            package.json
            .phpunit.xml
            postcss.config.js
            .eslintrc.js
            tailwind.config.js
            vite.config.js
        > OUTLINE
        > TIMELINE
        web.php X
        AdminController.php M
        email_fans.blade.php M
        sidebar.blade.php ..\index
        web.php X
        homepage.blade.php M
        players_page.blade.php
        1691857801.jpg U
        sidebar.blade.php ..\index
        ClubController.php
        show_player_page D
        ...
        web.php - ClubConnect - Visual Studio Code
        19
        20
        21 route::get('/', [HomeController::class, 'index']);
        22
        Route::middleware([
        23     'auth:sanctum',
        24     config('jetstream.auth_session'),
        25     'verified'
        26 ])->group(function () {
        27     Route::get('/dashboard', function () {
        28         return view('dashboard');
        29     })->name('dashboard');
        30 });
        31
        32
        33 route::get('/redirect', [HomeController::class, 'redirect']);
        34
        35 route::get('/add_player_page', [AdminController::class, 'add_player_page']);
        36
        37 route::post('/add_player_info', [AdminController::class, 'add_player_info']);
        38
        39 Route::get('/track_performance_page', [AdminController::class, 'track_performance_page'])->name('track_performance_page');
        40
        41 Route::post('/update_performance/{id}', [AdminController::class, 'update_performance'])->name('update_performance');
        42
        43 route::get('/generate_rating_page', [AdminController::class, 'generate_rating_page']);
        44
        45 route::post('/find_player_ranking', [AdminController::class, 'find_player_ranking']);
        46
        47 Route::get('/my_club_page', [ClubController::class, 'my_club_page']);
        48
        49 Route::get('/create_club_page', [ClubController::class, 'create_club_page']);
        50
        51 Route::post('/create_club', [ClubController::class, 'create_club'])->name('create_club');
        52
        53 Route::get('/edit_club_page', [ClubController::class, 'edit_club_page']);
        54
        55 Route::put('/update_club/{club}', [ClubController::class, 'update_club'])->name('update_club');
        56
        57 Route::get('/show_player_page', [ClubController::class, 'show_player_page']);
        58
    
```

Figure 32: web.php

```

AdminController.php - ClubConnect - Visual Studio Code
File Edit Selection View Go Run Terminal Help
AdminController.php M | email_fails.blade.php M | sidebar.blade.php ...club | web.php | homepage.blade.php M | players_page.blade.php | 1691887801.jpg U | sidebar.blade.php ...admin | ClubController.php | show_player_> D | ...
AdminController.php
use Illuminate\Support\Facades\Notification;
use App\Notifications\SendEmailNotification;

class AdminController extends Controller
{
    public function add_player_page()
    {
        $clubs = Club::all();
        return view('admin.Add_Player',compact('clubs'));
    }

    public function add_player_info(Request $request)
    {

$experience = $request->experience;
$goals = $request->goals;
$assists = $request->assists;
$minutesPlayed = $request->minutes_played;

$rankingValue = $experience + ($goals * 2) + ($assists * 1.5) + ($minutesPlayed / 90);
$newRankingValue = $rankingValue;

$player = new Player;
$player->name = $request->name;
$player->age = $request->age;
$player->height = $request->height;
$player->weight = $request->weight;
$player->contact = $request->contact;
$player->address = $request->address;
$player->club = $request->club;
$player->position = $request->position;
$player->experience = $request->experience;
$player->goals = $request->goals ?: 0;
}
}

```

Figure 33: AdminController.php

Technology (Framework, Languages)

Framework: Laravel

Languages: HTML, CSS, Javascript, PHP, Blade, SCSS

