AUTOMATIC GAME SCHEDULER

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ABSTRACT

The Automatic Game Scheduler software application is built to automate the process of conducting a tournament. Sports are usually governed by a set of rules or customs, which serve to ensure fair competition, and allow consistent adjudication of the winner. Winning can be determined by physical events such as scoring goals or crossing a line first. It can also be determined by judges who are scoring elements of the sporting performance, including objective or subjective measures such as technical performance or artistic impression. The administrator will publish the tournament details. Candidates sent request for participating in the events they are interested in. Admin views the request sent by the candidates and either approves or rejects them. Every valid candidate will have an account of their own. Candidates can thus apply and participate in the tournament. The time schedule for each event in a tournament will be fixed by the admin. Changes, if any, in the event scheduling will be updated to the candidates. After the successful completion of tournament, winners of each event will be announced. Thus, this application helps in conducting a tournament as good as a human being.

Keywords: Automatic Game Scheduler, Event Scheduler, Sport Management, Tournament details, Event Tracking

OVERVIEW OF THE PROJECT

A significant advantage of digitization is the availability of tickets. Previously, sports fans had to stand in long queues outside a stadium to buy tickets to their favourite games. Smartphones and tablets allow fans to enjoy their sporting events wherever they are, whenever they want. It is remarkable that until now digital transformation has received little attention in sport management research compared with other management fields. So far, sport management scholars investigated selected facets of the phenomenon such as social media or sports. For example, social media research addressed the question of the social media platforms' potential as brand management tool. Similarly, studies examined the relevance of social media as marketing communication tool for sport sponsors. Research with a focus on consumer experience analysed the use of social media platforms to increase the sport fan experience. Some of the latest research investigated how social media enables or changes the co-creation of value this short literature review shows that sport management research has mainly focused on the communications side of digital transformation and sports. A holistic understanding of digital transformation in sport needs a broader approach (e.g., Vial, 2019). Practitioners in other management fields have already realized this holistic potential of digital transformation and ask for more research investigating several areas, such as social, mobile, analytics, cloud & internet of things (SMACIT; Legner et al., 2017; Sebastian et al., 2017). Digital transformation is radically influencing the field of sport management in many areas.

MODULE DESCRIPTION

- ➢ Administrator
- ➢ Candidate panel
- ➢ Winners details
- ➢ Time scheduling
- ➢ Video conference

Administrator;

The administrator possesses the sole privilege for adding and posting tournament details. The admin login to the site using unique login credentials. The admin adds and posts the category wise tournament advertisement details. Admin views the request sent by the candidates. List wise formation of the candidates based on various categories is being performed. The shortlisted team member's details are being published.

Candidate panel;

Every valid candidate will have an account of their own. Candidates login to the site based on the unique login details provided by the admin. Candidates apply for the tournament by viewing the advertisement details posted by the admin. Candidates can view their application status, tournament date, category wise winner's details and event timing updates.

Winners details;

Once the tournaments are successfully conducted, the winners of each category in the tournament will be displayed. Admin has the only privilege to publish the category wise winners of every tournament.

Time scheduling;

The tournaments are being scheduled properly without any timing problems. The admin schedules every tournament. Once the date fixed for any tournament changes, the updated event schedule is properly displayed. Admin possesses the authority of fixing and updating the event time scheduling.

Video conference;

Advanced communication between Admin and the Team manager will be handled in this module. Admin need to give the approve to proceed the video conference after the Team manager raise request

SYSTEM STUDY

Existing System

- ➢ Manual processing for conducting Sports.
- ➢ Searching of the results are very tedious
- ➢ Sports details are keeping manually
- ➢ Searching for the particular result and schedule is very tough.
- ➢ Chances for data loss are very high.
- ➢ Security for the data is difficult.
- ➢ Time and Geographical constraints for checking the Result and schedules.

Proposed System

- ➢ Saves time and efforts.
- ➢ Convenience of searching at any place.
- ➢ High speed Searching for schedule and results are available .
- ➢ Data security
- ➢ Get detailed information of the schedule and results.
- ➢ Tracking details are fast and easy

SYSTEM SPECIFICATION

Hardware Requirements

Following are the hardware minimum required for the proposed system:

Processor	:	Quad Core
Hard Disk	:	120 GB
RAM	:	4 GB
Monitor	:	Lenovo 15 inches
Mouse	:	Genius Scroll Mouse
Keyboard	:	107 keys

Software Requirements

Following are the software minimum required for the proposed system

Front End	:	PHP, HTML, CSS, JS
Software Tools	:	XAMPP
Back End	:	MYSQL
Operating System	:	Windows 7/10 64bit

SYSTEM DESIGN

INPUT DESIGN

Input design is a part of overall system design, which requires careful attention. It is the process of converting user-originated inputs to a computer-based format. The major objective of the input design is to make data entry easy, logical and error free.In Visual Basic input to the system is entered through forms. A form is "any surface on which information is to be entered, the nature of which is determined by what is already on the surface". If the data going into the system is incorrect, then processing and output will magnify these errors. So designer should ensure that form is acceptable and understandable by the user.This application has been developed in a user-friendly manner. The layout of the form is made in such a way that the user will not find any difficulty in going from one field to other by just pressing the tab. During the processing the cursor is placed in the position where the data must be entered.

The user is also provided with an option of selecting an appropriate input from a list of values. Necessary dropdown list boxes and combo boxes are included for necessary fields so that the user need not remember all the data and can just select from it.Validation is made for each and every data entered. Help messages are also provided whenever the users enter a wrong data into a particular field. This makes the user to understand what is to be entered, moreover whenever an erroneous data is entered the error message is displayed and the user can move to the next field only after entering the correct data. The clear label for the menus and fields are also provided. Consultations are provided so that a user can view the details of any process at any time.

OUTPUT DESIGN

One of the most important features of a system for users in the output it produces. Output design should improve the system's relationship with the user and help in decision-making. Considering the future use of output required, and depending on the nature, it is displayed on the monitor for immediate need of obtaining the hard copy.The objective of output design is to define the controls and format of all printed documents and reports and of screens that will be produced by the system. Computer output is the most important and direct source of information to the user.

DATABASE DESIGN

The activity deals with the design of the database. A key is to determine how the access paths are to be implemented. A physical path is derived from a logical path. The general theme behind database is to handle information as a whole. A database is a collection of interrelated data stored with minimum redundancy to serve many users quickly and efficiently. The general objective is to make information access easy, quick, inexpensive and flexible for the user. Database design is the most critical part of the design phase. An elegantly designed, well-defined database is a strong foundation for the whole system. Files in a relational database are called as tables. Columns of tables represent data and rows represent the records in conventional technology.
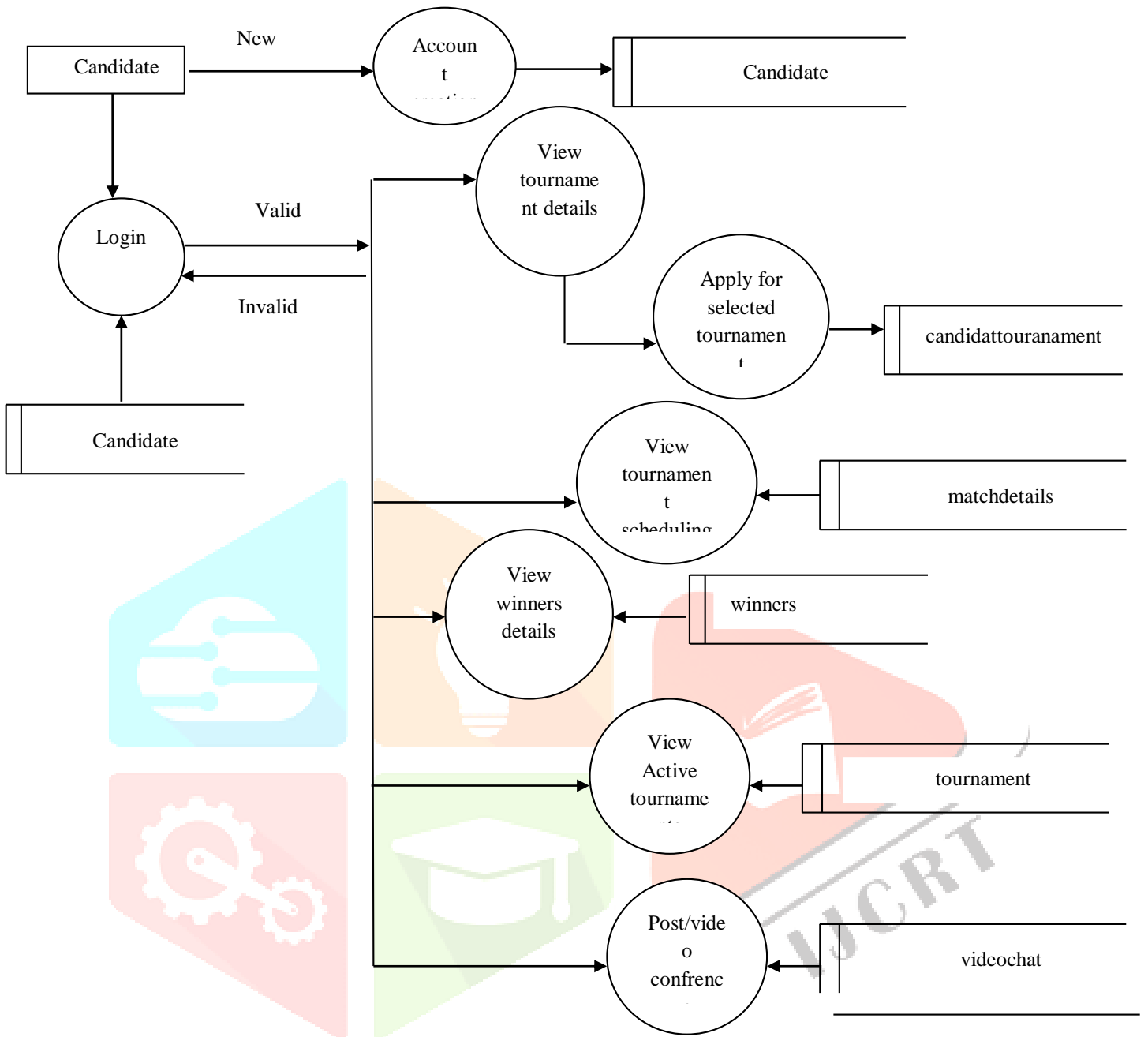
DATA FLOW DIAGRAM

LEVEL 0
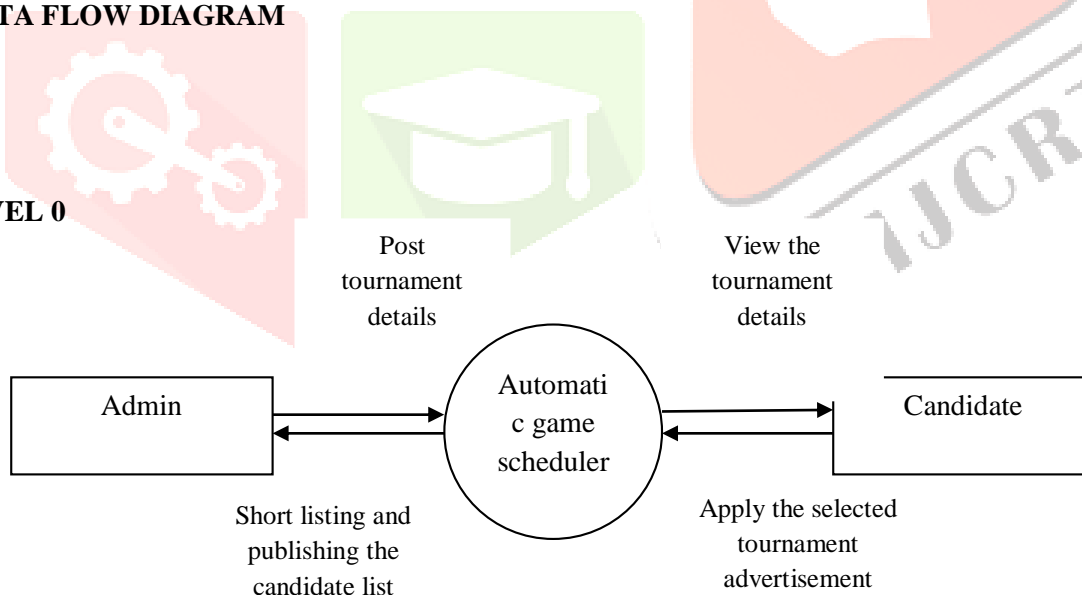
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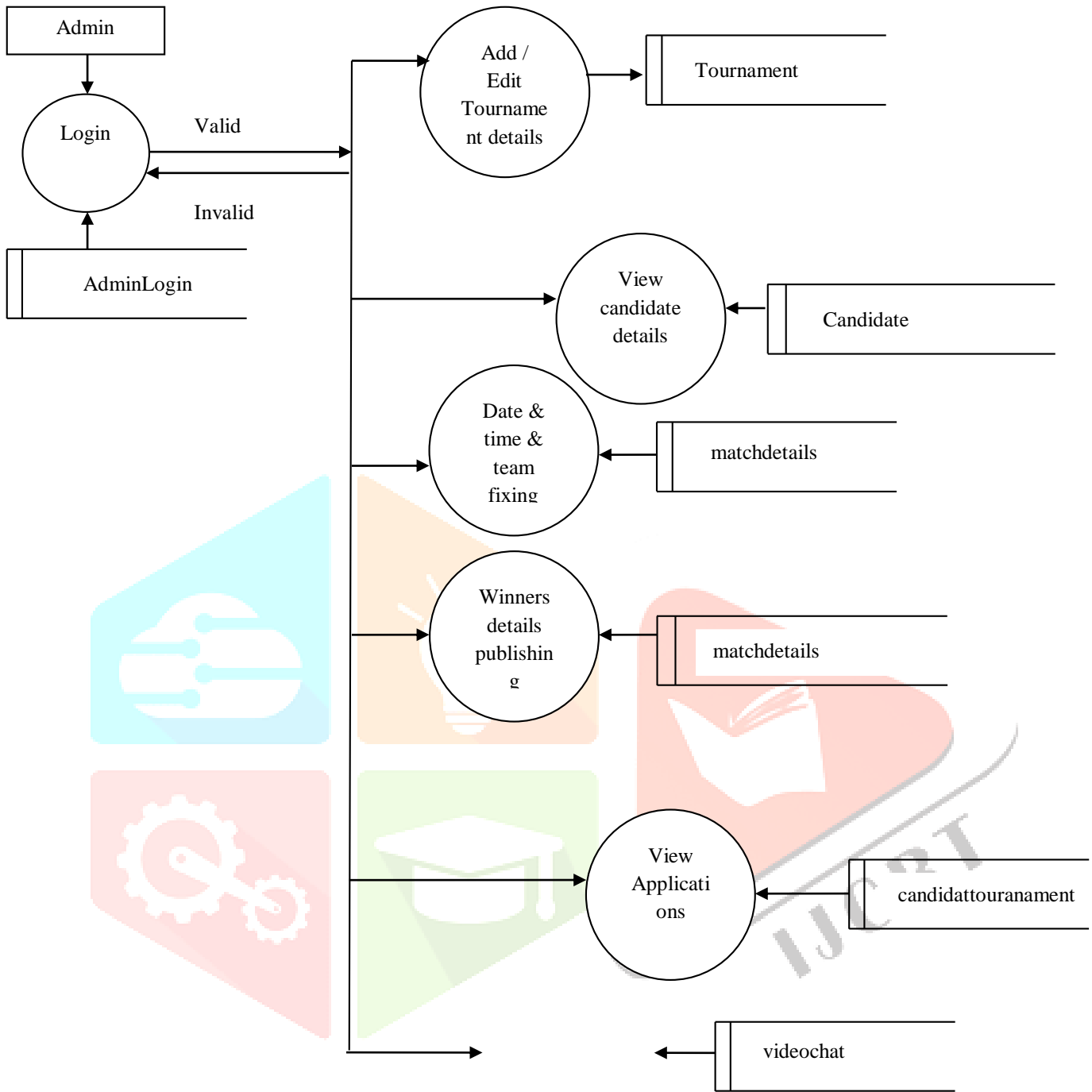
LEVEL 2

SYSTEM TESTING AND IMPLEMENTATION

System Testing

System testing includes code testing which examines the logic of the program. Each and every part of the program is checked or executed individually to find out the errors. Once the errors in the program are found out, they are debugged. If wrong data is entered, an error message is displayed on the screen so that the user can correct the data at that time itself. System testing is actually a series of different tests whose primary purpose is to fully exercise the computer based system. A series of testing are performed for the proposed system before the system is ready for the user acceptance test. A candidate system.

SYSTEM IMPLEMENTATION

Implementation Planning:

This section describes about the Implementation of the Safe application and the details of how to access this control from any application. Implementation is the process of assuring that the information system is operational and then allowing users take over its operation for use and evaluation. Implementation includes the following activities.

- ➢ Obtaining and installing the system hardware.
- ➢ Installing the system and making it run on its intended hardware.
- ➢ Providing user access to the system.
- ➢ Creating and updating the database.
- ➢ Documenting the system for its users and for those who will be responsible for maintaining it in the future.
- ➢ Making arrangements to support the users as the system is used.
- ➢ Transferring on going responsibility for the system from its developers to the operations or maintenance part.
- ➢ Evaluating the operation and use of the system.

CONCLUSION

The Automatic game scheduler software application is built to automate the process of conducting a tournament. Sports are usually governed by a set of rules or customs, which serve to ensure fair competition, and allow consistent adjudication of the winner. Winning can be determined by physical events such as scoring goals or crossing a line first. It can also be determined by judges who are scoring elements of the sporting performance, including objective or subjective measures such as technical performance or artistic impression. Another important feature in this concept is helpful to know the tournaments details, matches, matches result .at any time and without any geographical constraints. Advanced digital communication system implemented in this project.

SCOPE FOR FUTURE ENHANCEMENT

In future system will provide video facility for the matches to display the details. In future system will allow user to view matches online. In future system will provide facility to tracking the matches while playing. The project entitled "Automatic game scheduler" was successfully designed develop.
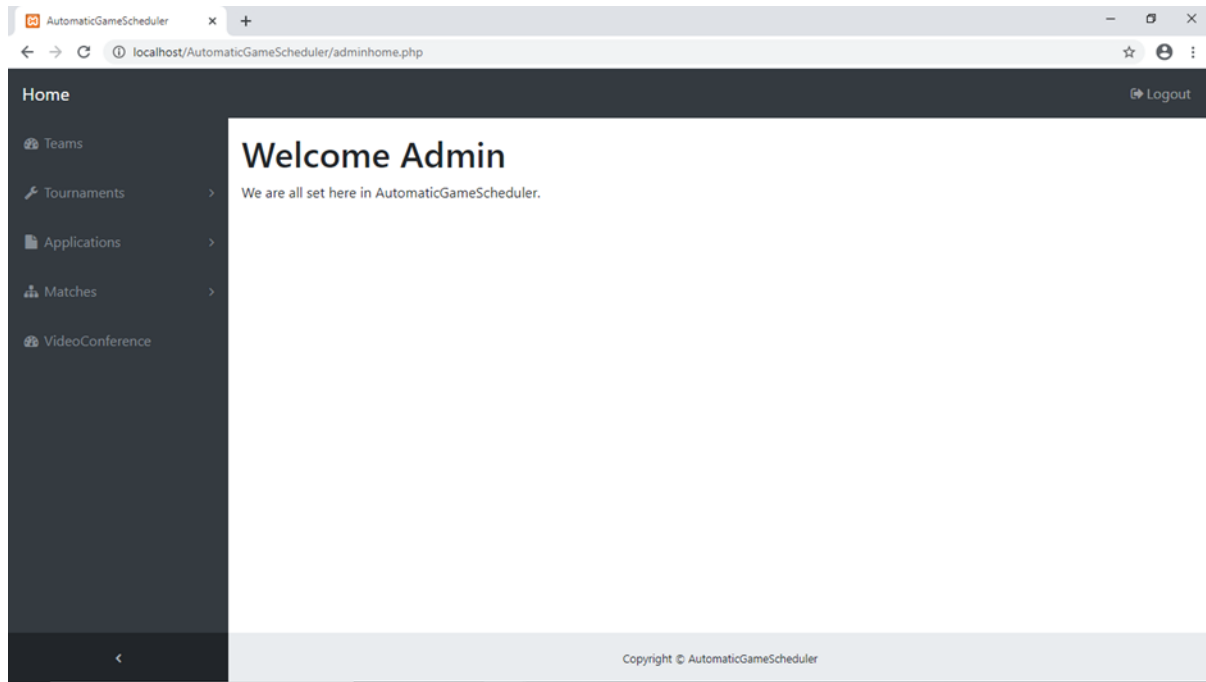
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APPENDIX

ADMIN HOME PAGE

USER HOME PAGE