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ONLINE SPORTS PLATFORM FOR COLLEGE

Spever (Sports Forever)

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Abstract: The project brings the entire manual process of sports event management online which is built using HTML, CSS and JavaScript as a front end and SQL Server and PHP as a backend. The main purpose of this project is to simplify the process of handling each sports event by providing a web interface for admin, teacher, student and viewer. The admin part consists of multiple modules to initiate with the sports event by adding the type of sport (indoor or outdoor), adding student who are interested in a particular sports activity, adding teachers who will conduct the particular sports activity which is allotted by the admin itself and lastly, viewing the results of sports event held in college. The teacher part has come up with handling all the sports related activity assigned by the admin. Teacher performs various task such as taking the attendance of the students who are registered for a particular sport event, viewing the list of students to mark the winner of each round, generating the results based on multiple rounds won by the student and also can view the 1st, 2nd and 3rd standings of student's name for the particular sport event. Student if registered by Admin or Teacher can register for event, know about upcoming events and check results. Viewers section is public section where all people registered or unregistered can view events and there results.

Index Terms - Online Sports Platform, Full Stack Web Development, HTML, CSS, JavaScript.

I. INTRODUCTION

Sport is something which hold lot of value in our life. Sport can be mainly of two types i.e. indoor or outdoor. Sport of different events such as Chess, Cricket, Hockey, Volleyball, Football, Badminton, Basketball etc are conducted on various levels such as Local, Inter School, Inter College, University, State or National. These events are attended by participants in huge amount. So, there should be some way through which these participants should be connected so information and updates regarding to events could easily viewed by them.

For handling all the tasks regarding Sport events here come Spever. Spever is web-based platform which provides an easy interface to users for tasks such as registering for event, update of events, displaying results of event etc. Spever has 4 options Home, About, Contact and Login where Home page shows the Landing page or first web page of the platform. In Home page information related to upcoming events with there date and location is provided. In About page working related to website is described so any new user or viewer visiting platform could get idea about Spever and understand working of it. In Contact page details about people are given with information such as Name, Worktype, Domain, Mobile Number and Email ID also official Email ID as well as social media links of platform is provided. In Login page Four sections are provided based on there purpose and use.

Login Page is distributed in 4 sections which are Admin Dashboard, Teacher Dashboard, Student Dashboard and Viewers Section. Admin holds authority to perform tasks such as adding College, Teacher, Volunteer, Student, Event and generating results. Teacher if registered by Admin can perform tasks such as adding volunteer and student, updating results. Student if registered by Admin or Teacher can register for event, know about upcoming events and check results. Viewers section is public section where all people registered or unregistered can view events and there results.

Spever provides ease for colleges or authorities who wants to conduct events as it makes all the work related to connecting with participants more easy. Spever is web-based platform which is made for both organization as well as participants.

II. LITERATURE SURVEY

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A. Disadvantages in above projects:

1. Doesn't provides updates and information about events to the users until they login.
2. In case of any service error users are unable to contact easily with the team so they can get help in issues they were having related to their work.
3. People who are not registered or doesn't have Username or Password are not allowed to view data.

B. Modifications in our Project:

1. Viewers are provided with information and updates regarding sports and upcoming events at Home section or Landing page of the website.
2. Connecting with us is very easy as all the details of people who can help are provided in the Contact Section and if that doesn't work Official Email-Id and our Social-Media Links are provided where you can post your query and we will try to sort it out as soon as possible.

Viewers Module is provided in Login Section for the people who are not registered or doesn't have Username or Password where they can view participants and result of the events.

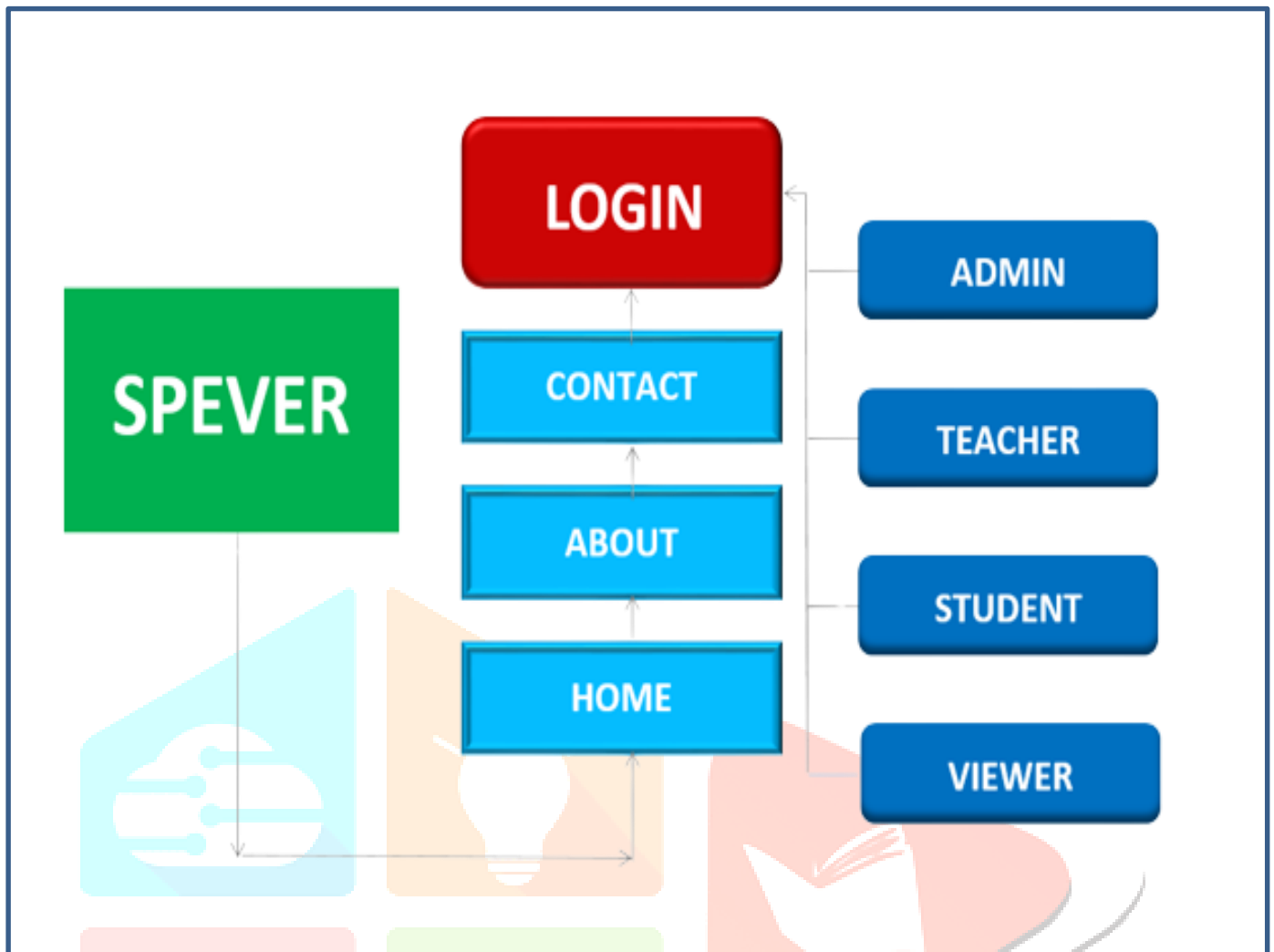


Fig 1. Workflow Diagram

III. IMPLEMENTATION

1. Planning and Requirements Gathering: Define the project scope, objectives, and document types to be verified. Identify the target user base and regulatory considerations.
2. Make Home Page for platform: Creating a nice landing page for platform which will look visually appealing and will provide updates and information.
3. Make About Page for Platform: Creating a web page so viewer could understand idea behind the platform.
4. Make Contact Page for Platform: Creating a web page so viewer could contact with respective authorities who can help them if any issue arises.
5. Make Login Page containing different sections : There are four sections in Login page that are Admin, Teacher, Student and Viewer each section has different purpose and use which are linked together.
6. Making System more secure: In order to maintain security of the account every account is provided with unique username and password.
7. Creating Working and Functional Dashboard: By providing correct username and password user can enter in login page where dashboard is dependent according to different sections differentiate with performing of various tasks.

IV. SCREENSHOTS

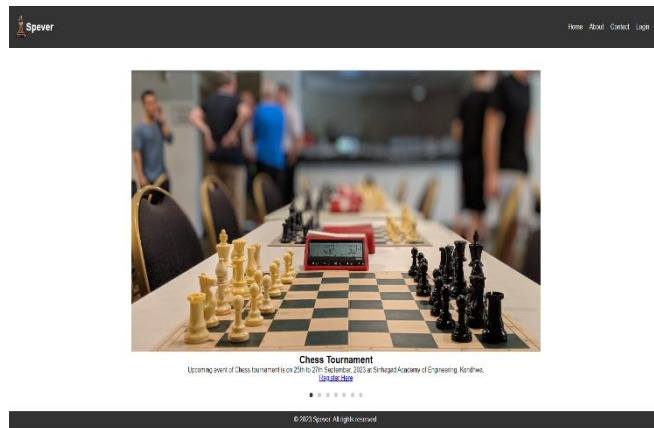


Fig 2. Home Page

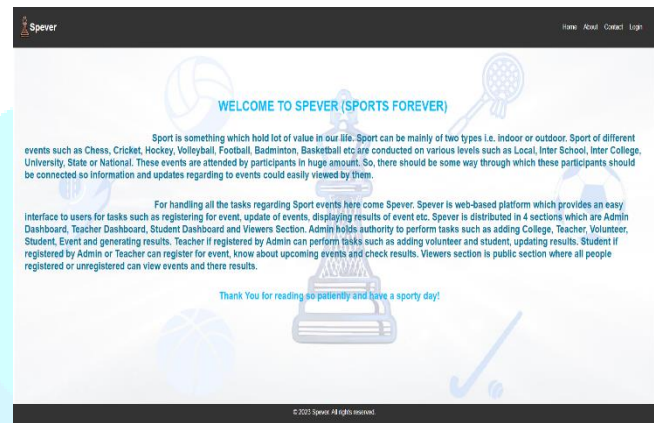


Fig 3. About Page

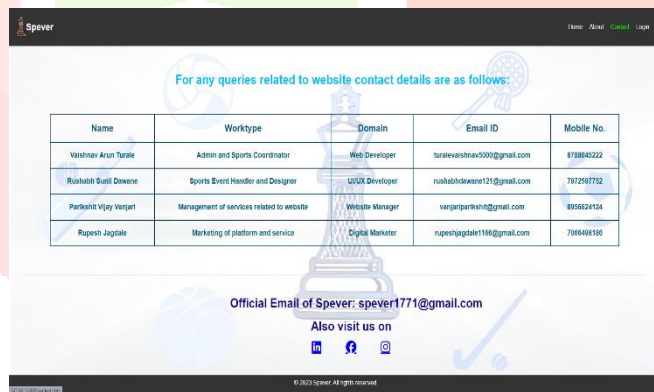


Fig 4. Contact Page

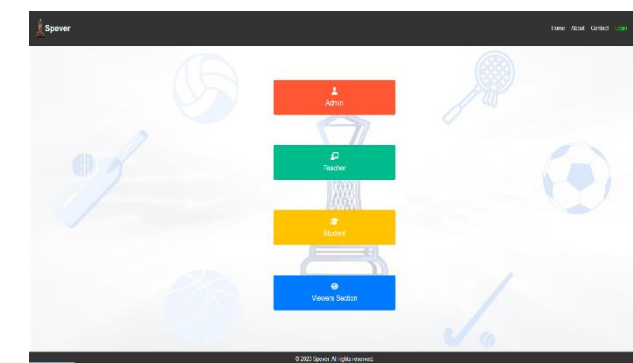


Fig 5. Login Page

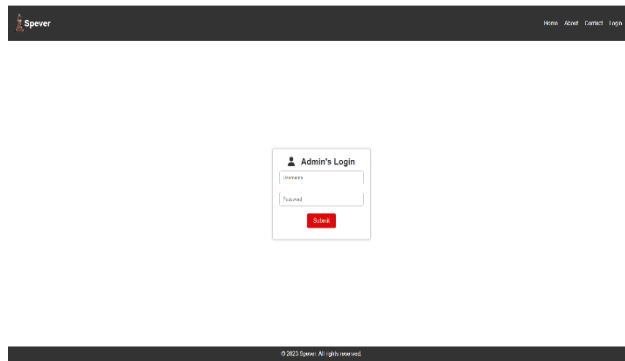


Fig 6. Admin Login



Fig 7. Admin Dashboard

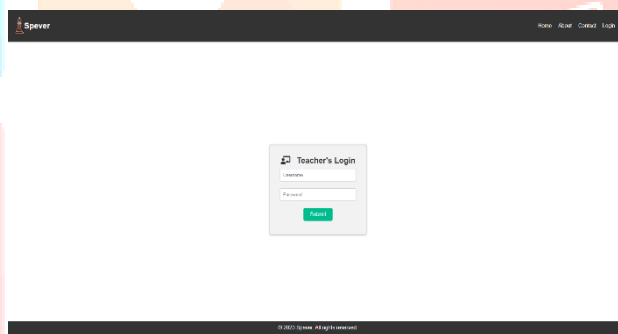


Fig 8. Teacher Login



Fig 9. Teacher Dashboard

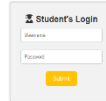


Fig 10. Student Login

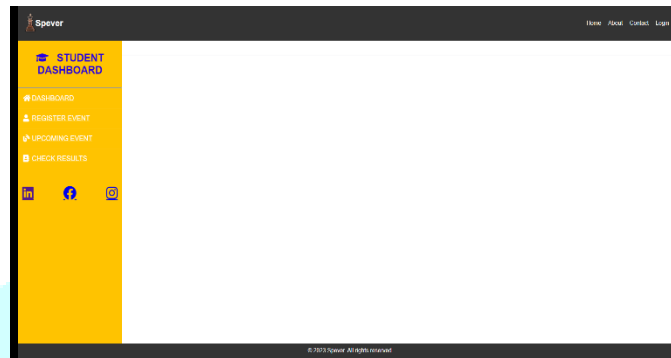


Fig 11. Student Dashboard

V. CONCLUSION

By completing this project we can assure that this project develops a user-friendly web interface. It enables many peoples to log in and perform on their tasks. It saves a lot of time for organizations, teachers, students and as well as for viewers. Platform is made by keeping priorities in mind such that it should be user-friendly and responsive as well. Spever is really beneficial with most of its amazing features and its ability to provide and handle huge amount of people. The system of Spever is simple and easy to use and understand for users.

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