SPORTS STATS TRACKER

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Abstract

The sports management system objective is to provide which manages the activity of many sports at a time. It also manages the selection activity of students to college and to state level. The users will consume less amount of time when compared to manual paper work through the automated system. The system will take care of all the servicing activity in a quick manner. Nowadays, Most of the sport management system is having problems like offline registration, manage single tournament, manage statistics etc. To overcome all these problems we are proposing the system SST (Sports Stats Tracker) with utilities like different tournament registration, automatic or manually match scheduling, statistics for tournament, notification as reminder, maintaining log. In our proposed system tournament owner will register in system and create new tournament. Player can also register team member and player profile. Then System will schedule the matches of the tournament. System will provide automatic or manual scheduling Facility. System will provide a utility like notification as a reminder to the player before match. It will avoid duplication of tournament for a player, team and management.

1 . INTRODUCTION

1.1 Problem Introduction Nowadays, most of the sport management system is having problems like offline registration, manage single tournament, manage statistics and maintain log of players, Team and Tournament. It is also difficult to manage multiple Tournament. It is also difficult to remind player before the match incase player forget the match day. So our proposed system will allow different tournament registration, automatic or manual match scheduling and provide

notification to player via android application.

1.2 Description Our project is the replacement of the ordinary sport tournament management system. In ordinary tournament management system, there is no different tournament. In our proposed system, system will allow creating multiple tournament by tournament owners. Player and tournament owner are the users of the system. In our system, match scheduling can be done automatic or manual. It provides statistics of the match and also maintain player log. Player can view their profile. Previous record and player log also can be managed. Player gets notification before start of the match as a reminder in Android Application. Admin upload news and gallery. Admin can manage news and gallery.

 1.3 Real life use in the Society This application is very useful for various sport organization and sport clubs. It will also help to school and colleges for manage tournament at school and college. So, our application provide them a single platform for all the details and management of tournament.

2. LITERATURE SURVEY

2.1 Theories and Frameworks

2.1.1 Resource-Based View (RBV) ✓ Overview: RBV focuses on leveraging internal resources and capabilities to achieve competitive advantage. ✓ Application in Sports Management: Emphasizes the significance of human resources, infrastructure, facilities, and other tangible/intangible assets in sports organizations.

2.1.2 Strategic Management ✓ Overview: Involves the formulation and implementation of strategies to achieve organizational goals. ✓ Application in Sports Management: Helps sports organizations set objectives, analyse competition, and develop long-term plans for sustainable success.

2.1.3 Organizational Behaviour Theories ✓ Overview: These theories study individual, group, and organizational dynamics within an institution. ✓ Application in Sports Management: Understanding motivation, leadership styles, team dynamics, and communication patterns within sports organizations to enhance performance.

2.1.4 Event Management Frameworks ✓ Overview: Specific frameworks for planning, organizing, and executing sports events. ✓ Application in Sports Management: Covers logistics, risk management, scheduling, and participant coordination in organizing successful sports events.

3 . SYSTEM DESIGN

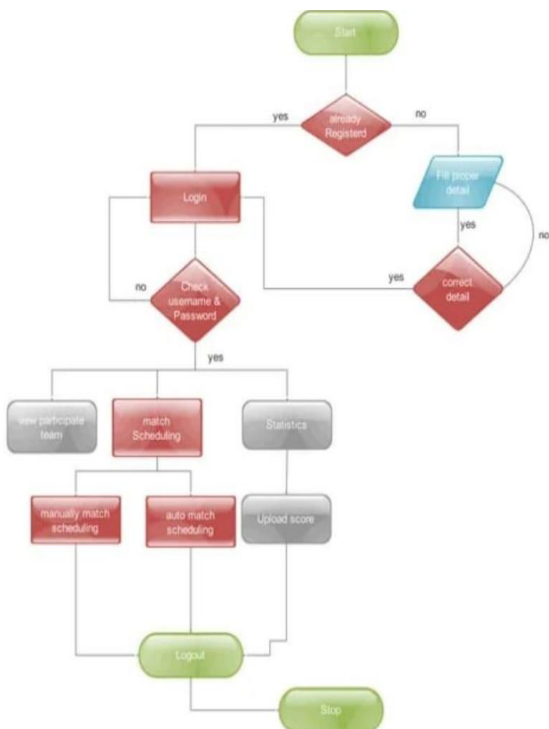## 3.1 System Flow Chart Diagrams
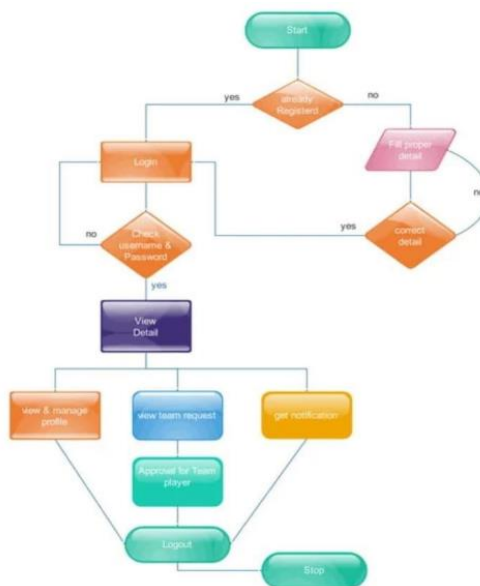
3.1.1 Admin Flow Chart

3.1.2 Player Flow Chart

Fig 2:- Player Flow Chart

4 . OUTPUT SCREENS

4 . 1 SCREENS

4. 1.1 HOME PAGE

Fig 3- Home Page

Fig 1:- Admin Flow Chart

In this Home page is to login and signup for both admin and players. It's the first step in the registration
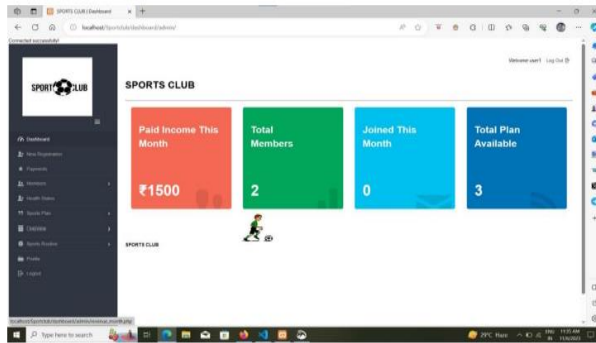
4 .1.2 Dashboard page

Fig 4:- Dashboard page

The Dashboard page is used to display the details regarding of sports like paid income, total members, joined players, total plans etc….
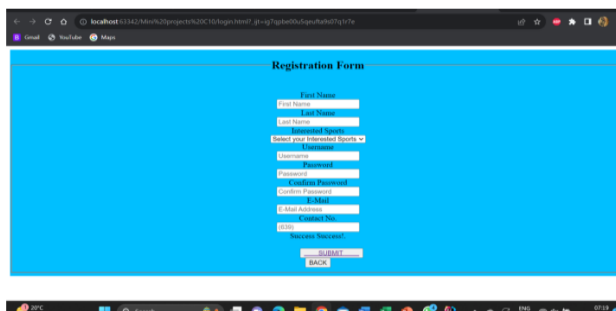
4.1.3 New signup page

Fig 5:- New Signup Page

This is for new users login purpose or to see any details regarding sports after signup.
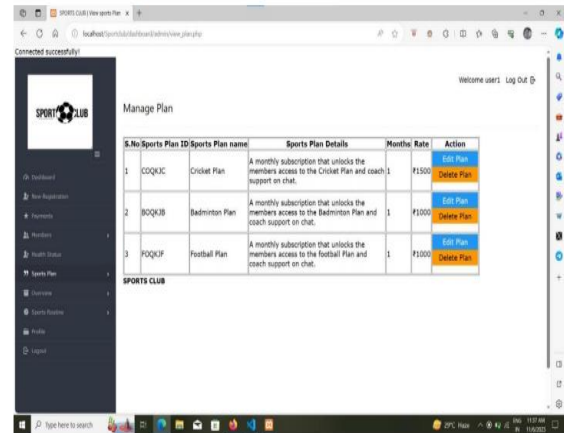
4.1.4 Sports Plan Page

Fig 6:- Sports Plans Page

In the Sports Plan page, here different types of sports can be managed like increase (or) decrease prize of the plan by the edit process.
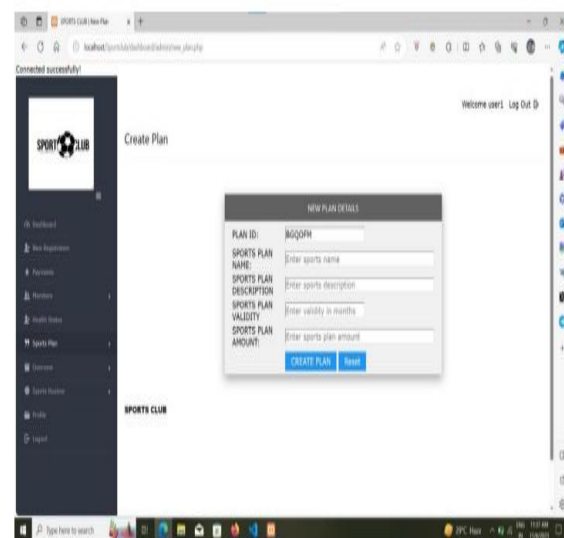
4.1.5 New Plan Page

Fig 7: - New Plan Page

In the New Plan page, here different types of sports can be managed like adding the new sports by the edit process.

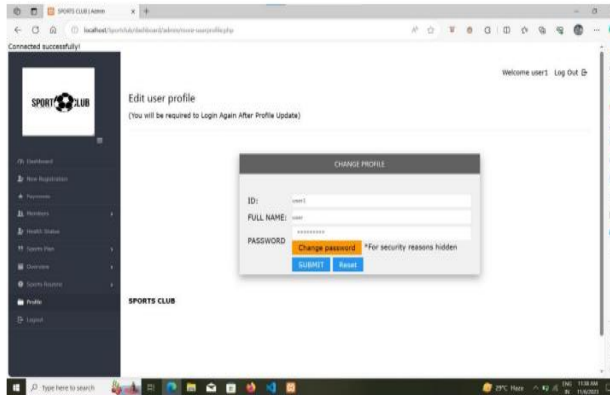### 4.1.6 Edit Profile Page

Fig 8:- Edit Profile Page

In the Edit Profile page, here we can edit our profile or even can change password if the old password is leaked.

5. CONCLUSION

In our proposed system, system will allow to create multiple tournament by tournament owners. Player and Tournament owner are the users of the system. In our system, match scheduling can be done automatic or manual. It provides statistics of the match and also maintain player log. Player can view their profile, previous record and player log also can be managed. Player gets notification before start of the match as a reminder. Admin upload news and gallery. Admin can manage news and gallery. It will avoid duplication of tournament for a player, team and game.

6. FUTURE ENHANCEMENT

There is wide scope for expansion of this project. The following are aspect of this project which is explained below. In website, online payment for player can be implemented. Live score update during live match and guest user can view score of live matches. Tournament Owner side module can be implemented in Android Application. Expansion of Android application can be implemented. There is also possibility of application for windows phone and IOS. The main objective of the proposed system is to provide a quick and efficient platform for retrieval of information queries allowed by the database. In the proposed system it will be ensured that no repetition of information occurs; neither on a physical storage nor on a logical implementation level. This economizes on resource utilization in terms of storage space. Also even in case of concurrent access no anomalies occur and consistency is maintained. In addition to all this, principles of normalization have been endeavour to be followed.

7 . REFERENCES

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