



ESPO STREET

Padhiyar Twinkle¹, Patel Tithi², Shah Kimit³

¹.CE Department , Vadodara Institute Of Engineering,Vadodara, India

².CE Department , Vadodara Institute Of Engineering,Vadodara, India

³.CE Department , Vadodara Institute Of Engineering,Vadodara, India

ABSTRACT- Now days Sports are very important thing for youngsters, the likes to play different types of sports but they don't have any type of opportunity to play or compete at any clubs or at any sport organization because they don't have the proper guidance about the events. Even they don't know where the competition being organized and what is the criteria for participating for a particular event. "ESPO Street" is a bridged between the sports events organizer or the sport clubs and the user. Organizer organizes any sport event then the updated linked/message for the organized event is directly sent to the user, and they easily get proper criteria or rules for the sports event. User will know about the where the sport being organized, and at which time, last date for the registration and rules for the particular sport event .If the user wants to participate for the event which is organized by the organizer or the clubs, and conformation will be sent by the clubs. By this the user aware about the organize competitions. Here we connect user to the sports world so user can see any live information regarding the sports and access the information via sports channels.

Keywords-ORGANIZATION, USER, PLAYER, EVENTS

1. INTRODUCTION

Sports are very important activity for Today's generation. But they still don't aware about where the sport being organized. So we introduce the App which shows the tournaments or games which are organized nearby you or in your city. This Research paper consists both games indoor and outdoor. We use push notification so whenever any clubs or organizer organize any event then information of the event shows on users home screen or in lock screen. User can arrange the games according to their likes and only that notification of game is send to the user which he liked. System will be mainly divided into two modules. One is organization module and another is user module. In organization module clubs and event organizers are involved, within that they register the event and mention criteria about the event. When the event is registered in organization module then the notification of that particular event is notified in the user module. User can see any live information about the sports and also connect via sports channel.

SCOPE

This System is basically for providing global environment where user and organizer involved. Organizer registers the event and the notification is send to the user of respective event. If user can read the criteria about the sport and they can register that event. User register for that particular event then the conformation is send by the push nonfiction to the organizer and conformation to successfully done message is send to the user.

System can do following things: Authentication Users; It provides different accounts for different users and organization for accessing their accounts in different environment & user manual. Global Information; Organizer provides the information regarding the event and which is important for user. And user gets the whole information from delivers by the organizer. User Friendly; User can easily get the information which is send by the organizer. They should be able to understand the helping information. The help desk must be able to guide user properly. Push-up notification Service; Organizer registers the event and the notification of registered event is send to the user by push notification. System cannot do following things: Organizer can't register the event without the registration of the organization. User can't read the notification without the selection of the game.

TECHNOLOGY AND LITERATURE REVIEW

The Existence of different technologies are developed, that uses different, Features and functionalities for organizing and registration for sports like here we integrate different technologies together: Dynamic, Application ,Push-up Notification ,Core Data.

The technologies uses different functionalities for managing and organizing tournament. User will be able to organize the tournament by registration for the sport tournament. Interested users can register for the tournament by entering their details including their records.

If people who don't want to play but want to watch it they are visit as a guest in this system. Here user can only register for the football and soccer tournament, and manage the tournament.

The functionalities are required for interaction between player and the organizer. In which organizer provide proper guidance to player about the tournament or the event which is being organized.

If any tournament has been organizer then the notification is directly sent to the player for the registered tournament. Player Easily registered for the particular event.

2. RELATED WORK

People e.g. Sports enthusiast, may access information about the various sporting events through such sports websites. However due to the potentially large number of sporting events that may be simultaneously occurring around the world at any time the sports enthusiast may miss something interesting, exciting, important or extraordinary occurring in particular sporting events. [1] This study was designed to investigate the economic benefit of a small special event that operated within the existing resource capacity of a local economy. It will be shown that opportunity costs were low and community benefit is likely to be enhanced from other sources in addition to direct tourist expenditure. [2] Dynamic tournament gaming method and system, including the provision a plurality of gaming terminals selectively interlink able together with host terminal so that current players of the terminals desiring to participate in group tournament play can be notified of the opportunity and provided with the choose to play or not. If a current player chooses to play, he so signifies, enters his entry fee into the terminal, and awaits start of the event. Upon start of the tournament by the host terminal, the player will play the tournament game over and over as fast as possible to accumulate as many points as possible during a particular pre-announced tournament period. [3] In particular embodiments, the values of the sporting events are compared to a predetermined threshold. One or more sporting events each having a value that satisfies the predetermined threshold requirement may be selected in particular embodiments, the sporting event data of the selected sporting events may be displayed in one or more web pages. [1]

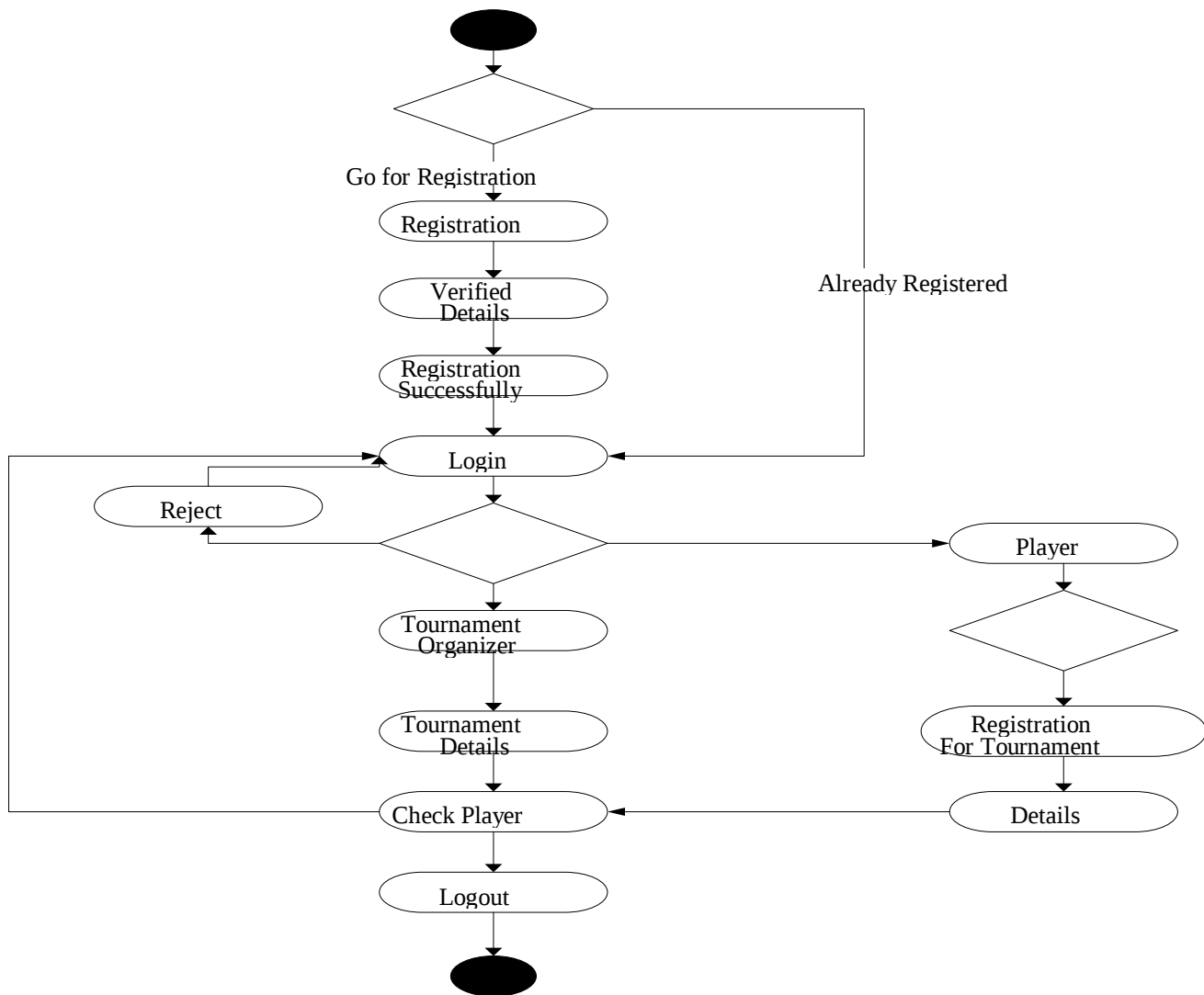
3. PROBLEM STATEMENT

Problem in current system, There is no interaction between the organizer and the player. Only show the details of the event, player cannot register for tournament. There is no proper guideline for the event player only registers for the football and the soccer. Player having less information about the organized event. Can't send notification to user if any new event is organized. Common people are not involved. Get updates for the tournaments are not possible.

4. PURPOSED SYSTEM

Requirement of our system, the new system is requires for the better interaction between player and the organizer. In which the players having proper guidance about the tournament or the event which is being organized. Event organizer register for indoor and the outdoor sports tournament. Organizer fill the information regarding to the event and register for it. If the registration of the tournament is done then the notification is directly sent to the player for the registered tournament. This system sends the notification to player about the tournament by the push up notification. Player can visit and easily register for the event by filing the form. And the details of player registration are sending to the organizer. Player directly contact to the event organizer if he has any difficulty regarding to the event. This system is bridge between the event organizer and the player.

5. SYSTEM FLOW CHART



6. CONCLUSION

Sports are very important in our regular life, the likes to play different types of sports but they don't have any type of opportunity to play or compete at any clubs or at any sport organization because they don't have the proper guidance about the events. The application provide a bridged between the sports events organizer or the sport clubs and the user for both indoor and outdoor sports.

7. REFERENCE:

1. Selecting Sporting Event Based On Event Status
2. Achieving economics benefits at local events: A case study of a local sports event
3. Dynamic tournament gaming method and system