



Industrial Engineering Journal

ISSN: 0970-2555

Volume : 53, Issue 5, May : 2024

WEB BASED SPORTS ARENA BOOKING HUB

Dr.V.Murali Krishna

Dr.V.Murali Krishna, Associate Professor CSE, Vaagdevi College of Engineering(Autonomous),India

N.Ganesh UG student, CSE, Vaagdevi College of Engineering(Autonomous),India

T.Rahul UG student, CSE, Vaagdevi College of Engineering(Autonomous),India

T.Sri Nithya, UG student CSE, Vaagdevi College of Engineering(Autonomous),India

P.Akhila UG student CSE, Vaagdevi College of Engineering (Autonomous),India



WEB BASED SPORTS ARENA BOOKING HUB

ABSTRACT

This paper reports that the functionality and usability of the online system on internet. In using web technology, it will delivers the promise of access to information from anywhere in the world. Booking sport facilities is difficult nowadays because people are quite busy and do not have enough time to go to sport council just for making a reservation. To overcome this problem, this project will helps their residents to organize the data and the information into better style and format and also to their customers so they can make a reservation easily through internet connection because in Perak, the government has taken a good advantage of Information and Communication Technology (ICT) by built K-Perak. Every council or department also must take this opportunity in improving and update their e-services regularly because in this new era, people are start using e-service in order to save their time and money. If other country can make used of this new technology of ICT too, life will become easier and we can save a lot of time. Besides that, we also can improve our culture and our generation to a next step which is more intellectual and independent same as other countries in this world.

Keywords:



1. INTRODUCTION

Before starting the development of the project, there are few things that need to be considered first. This is to ensure that the project is feasible to be continued and also at the same time to provide a guideline or standard on how shall the project works. For that purpose, this section will be giving brief explanation about the project, the identification of problem statement, objectives that need to be achieved and scope of study that need to be follow. Turf playground is used to play various sports like football, rugby, tennis, cricket, etc. People enjoy playing on the turf, it has a vibrant environment and very safe to play. Many school teams and clubs prefer turf playgrounds for practice and training purposes [1]. Sometimes it becomes difficult to book turf playgrounds because of timing issues or the slot getting booked previously.

This sports ground booking website is proposed for booking the turf in an easy and efficient way. It has three modules namely, Admin, Manager and User. Admin can login and can add turf locations, assign manager by creating login credentials for manager, add price details for the particular turf, manages turf and view the details of sports venues booking for all locations.



2. LITERATURE SURVEY

Online Sport Booking System

This paper reports that the functionality and usability of the online system on internet. In using web technology, it will deliver the promise of access to information from anywhere in the world. Booking sport facilities [2] is difficult nowadays because people are quite busy and do not have enough time to go to sport council just for making a reservation. To overcome this problem, this project will help their residents to organize the data and the information into better style and format and also to their customers so they can make a reservation easily through internet connection because in Perak, the government has taken a good advantage of Information and Communication Technology (ICT) by built K-Perak. Every council or department also must take this opportunity in improving and update their e-services regularly because in this new era, people are start using e-service in order to save their time and money. If other country can make used of this new technology of ICT too, life will become easier and we can save a lot of time. Besides that, we also can improve our culture and our generation to a next step which is more intellectual and independent same as other countries in this world.

Web Based Sports Arena Booking HUB

Turf playground are used to play various sports like football, rugby, tennis, cricket, etc. People enjoy playing on the turf, it has vibrant environment and very safe to play. Many school teams and clubs prefer turf playground for practice and training purpose. Sometime it becomes difficult to book turf playground because of timing issue or the slot getting booked previously. This sports ground booking website is proposed for booking the turf in an easy and efficient way. It has three modules namely, Admin, Manager and User. Admin can login and can add turf locations, assign manager by creating login credentials for manager, add price details for the particular turf, manages turf and view the details of sports venues booking for all locations. Managers assigned by the Admin are different for different Turf playground locations [3]. Managers will get login credentials from admin, he/she can login using credentials, he/she can check the rates, view the request for turf booking for the respective location, can accept booking, generate bill and can view the booking history. Users can check the availability of the turf, select timings, fill personal details, can pay by providing bank details or card details and he/she can also see view previous turf booking history.



3. PROBLEM STATEMENT

Turf playground is used to play various sports like football, rugby, tennis, cricket, etc. People enjoy playing on the turf, it has a vibrant environment and very safe to play. Many school teams and clubs prefer turf playgrounds for practice and training purposes. Sometimes it becomes difficult to book turf playgrounds because of timing issues or the slot getting booked previously.

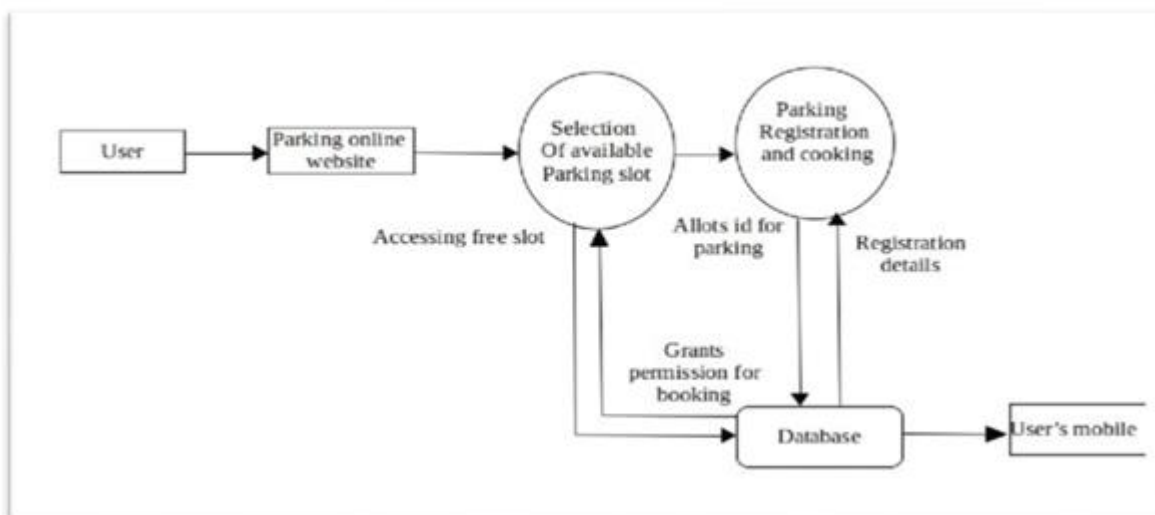
3.1 LIMITATION

Facing booking problems manually. Time-consuming process

4. PROPOSED SYSTEM

This sports ground booking website is proposed for booking the turf in an easy and efficient way. It has three modules namely, Admin, Manager and User. Admin can login and can add turf locations, assign manager by creating login credentials for manager, add price details for the particular turf, manages turf and view the details of sports venues booking for all locations [4].

5. SYSTEM ARCHITECTURE





6. IMPLEMENTATION

6.1 Admin:

Add Manager: Admin can add turf location and manager of the respective turf location. Add Price List: Admin can add price for the respective turfs. Manage Turf: Admin can manage turf by allocating turf. View Booking: Admin can view booking done and the user details.

6.2 Manager:

Login: Manager can login with the credentials provided by user. Check Rates: Manager can check rates for the respective location turf. View Request: Manager can view request for turf bookings. Confirm Booking: Manager can confirm the booking of the turf

6.3 Bill Generation:

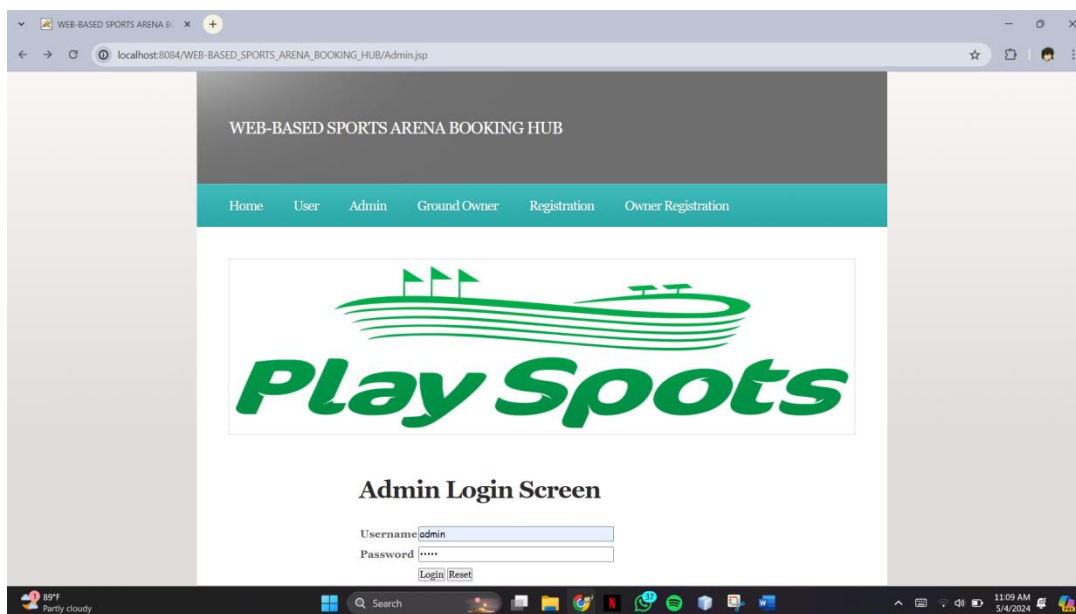
Manager can generate bills as per the rates. Bookings History: Manager can check previous booking history

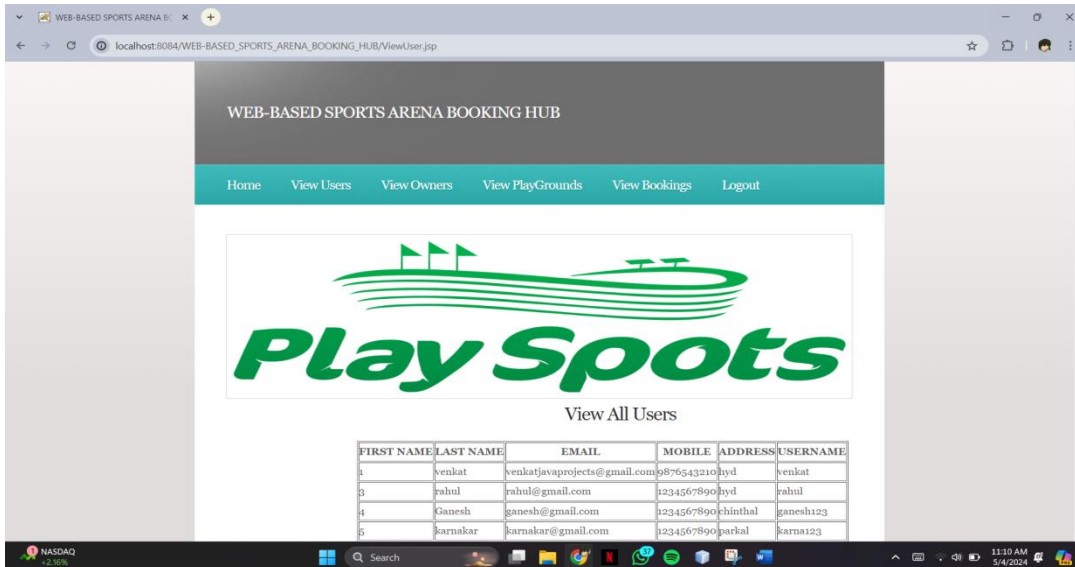
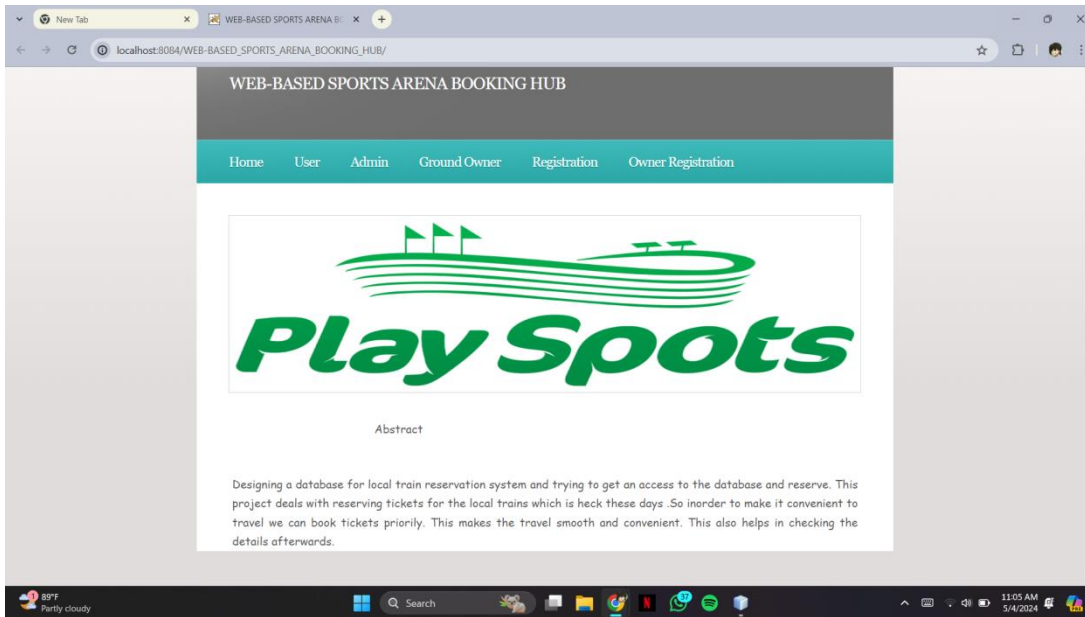
6.4 Users Login

Check Turf: User can check for turf of nearby location and prices. Check Availability: User can see the availability of the respective turf which is selected by him. Book Turf: User can provide date, time and other personal details and he can also do payment. Booking History: User can see his previous booking history.



7. OUTPUT EXPERIMENTS







WEB-BASED SPORTS ARENA BOOKING HUB

Home View Users View Owners View PlayGrounds View Bookings Logout

Play Spots

View All Owners

FIRST NAME	LAST NAME	EMAIL	MOBILE	ADDRESS	USERNAME	STATUS
1	ram	ram@gmail.com	9876543210	hyd	ram	Activated
3	ganesh	ganesh@gmail.com	1234567890	hyd	ganesh	Activated
4	ganesh	maruthi.info@gmail.com	1234567890	hyderabad	ganesh	waiting
5	pavan	pavan@gmail.com	1234567890	hyderabad	pavan123	waiting
6	karnakar	karna@gmail.com	1234567890	parkal	karna123	waiting
7	karnakar	ganesh@gmail.com	9177669487	chithal	karna123	waiting

WEB-BASED SPORTS ARENA BOOKING HUB

Home View Users View Owners View PlayGrounds View Bookings Logout

Play Spots

View Your Ground Details

GROUND ID	Owner NAME	EMAIL	GROUND NAME	GROUND ADDRESS	GROUND AREA	USED FOR
1	ram	ram@gmail.com	venkat	hyd	hilluknagar	cricket
2	ganesh	ganesh@gmail.com	GeneshGround	post office	warangal	cricket



The screenshot shows a web browser window displaying the 'View Your Booking Details' page. The page features a navigation menu with 'Home', 'View Users', 'View Owners', 'View PlayGrounds', 'View Bookings', and 'Logout'. Below the navigation is the 'Play Spots' logo. The main content area is titled 'View Your Booking Details' and contains a table with the following data:

BOOKING ID	YOUR NAME	YOUR EMAIL	GROUND ID	OWNER NAME	GROUND NAME	BOOKING TIME	STATUS
1	venkat	venkatjeyapoojeth@gmail.com	1	ram	venkat	2024-12-02 09:00:00	accept
3	rahul	rahul@gmail.com	2	ganesh	GeneshGround	2024-09-27 13:20:00	accept
4	harnazq	harnakar@gmail.com	1	ram	venkat	2024-09-16 13:20:00	waiting
5	harnazq	harnakar@gmail.com	2	ganesh	GeneshGround	2024-09-16 13:20:00	waiting

The screenshot shows a web browser window displaying the 'View Your Ground Details' page. The page features a navigation menu with 'Home', 'View Play Grounds', 'View Booking Status', and 'Logout'. Below the navigation is the 'Play Spots' logo. The main content area is titled 'View Your Ground Details' and contains a table with the following data:

GROUND ID	Owner NAME	EMAIL	GROUND NAME	GROUND ADDRESS	GROUND AREA	USED FOR	Book
1	ram	ram@gmail.com	venkat	hyd	dilshuknagar	cricket	Book
2	ganesh	ganesh@gmail.com	GeneshGround	post office	warangal	cricket	Book



8. CONCLUSION

Nowadays many companies in Malaysia have started providing Information and Communication Technology (ICT) in their company. These technologies provide a new system in order to get services or products just by online system. In Perak also, government already launched Information and Communication Technology (ICT) Strategic Blueprint known as K-Perak 2010 in May 2005. To make K-

Perak more reliable, this system or any part of this system can be applied and also being used by Perak citizens. It will cover the users which are the Perak citizen that want to book the sport complex for several events. This system will be designed in such a way that users can access it only from their computer with an internet connection.

By providing this system, it can optimize the potential of K-Perak website by making this website user friendly booking systems. The methodology that will be used is waterfall model because the structured design waterfall approach are that it identifies system requirements long before programming begins and it minimizes changes to the requirements as the project proceeds. According to System Development Life Cycle (SDLC), each of the works can be separated into four fundamental phases: planning, analysis, design and implementation. In developing this system, the author needs to know what the functions are useful to parties, users and management and this system is not built for staff merely, but also for student to have privileges of online sport booking system.



9. FUTURE SCOPE

Looking ahead, the future scope of this system includes potential enhancements such as real-time availability tracking, mobile app integration for greater accessibility, and expansion to cover other public facilities beyond sport complexes. By continually evolving and adapting to meet the evolving needs of Perak citizens, the online sport booking system has the potential to become an integral component of K-Perak's digital ecosystem, fostering greater efficiency, convenience, and engagement within the community.

The system offers a user-friendly interface that simplifies the process of booking sport complexes, making it more convenient and accessible. Management benefits from improved resource allocation and planning through data analysis features, enabling better decision-making and optimization of facility usage.



10. REFERENCES

- [1] A. B. Author, "Title of chapter in the book," in Title of His Published Book, Xth ed. City of Publisher, Country if not
- [2] First Author and Second Author. 2002. International Journal of Scientific Research in Science, Engineering and Technology. (Nov 2002), ISSN NO:XXXX-XXXX DOI:10.251XXXXXX[1] Object Oriented Analysis and Design with UML, Author: - Michael Blaha, Publication: - Pearson, Edition: - 4th Revised Edition
- [3] Database System Concepts, Author: - Abraham Silber chat, Henry F. Korth, S. Sudarshan Publication: - McGraw Hill International `Publication, Edition:- 6th Edition
- [4] Software Engineering: - Theory and Practice by Pearson Education, India.