

# WEB BASED SPORTS ARENA BOOKING HUB

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## ABSTRACT

Turf playground is 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. 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

**Keywords:** Cloud and Big Data, Signature Key Controls

## 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.

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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

## LITERATURE SURVEY

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 is difficult nowadays because people are quite busy and do not have enough time to go to sport council just formaking 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 canmake 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 stepwhich is more intellectual and independent same as other countries in this world.

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The idea is to build an interface for logging the sports activities of various sports arena's located in the vicinity of Bangalore. The app-based interface would not only allow a user to book an arena but also give them an opportunity to buy the required equipment while playing the sport. We have implemented a store where the users can purchase sports equipment for their own needs along with also purchasing the

merchandise of the sports arenas. This paper implements Firebase and Flutter. Moreover, we'll be using K nearest neighbors, and K means cluster. KNN is used in implementing the initial applications of machine learning for simulation, optimization, and operation control of the sports arena booking and finding the closed arenas to the user by calculating the shortest distance for the respective sports arenas. As the entire data set is a cluster that is divided into many other smaller clusters, K Means Cluster is used to bridge the varying sports categories together. On logging into the app, the user is given a list of the sports arenas in his/her vicinity. The user can book the arena of their choice, select the sport they want to play and even buy the sports equipment's they would require while playing, well in advance. All in all, we want to ensure that the sports arena and all its users have a seamless experience while interacting with the app. Our project-Sports Arena Booking is completely autonomous, allowing for various services including ground booking, and receiving effective communications from the arena management. What makes it easy for the app user is their minimal involvement as it is upon the arena management and our app to look after the smooth functioning.

## **SYSTEM ANALYSIS**

### **EXISTING SYSTEM**

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.

An existing system has been developed, deployed, and is actively being used by customers. Some systems may have limited coverage, meaning they only operate in certain regions or cities, which can limit options for users in other areas. an online platform that specializes in booking sports facilities, such as football pitches, tennis courts, and golf courses. It offers a wide range of venues and allows users to book, pay, and manage their reservations online. The platform also provides real-time availability and pricing information. website that focuses on organizing sports events and activities, including booking venues. Users can find local sports events and venues, join games, and make reservations. It's particularly popular for pickup games and recreational sports. Overall, existing sports arena booking systems offer a wide range of benefits, making it easier for users to book and enjoy sports facilities while streamlining the management

**DISADVANTAGES**

1. Facing booking problems manually
2. Time consuming process
3. Limited access making it challenging for user to book arenas during peak time

**PROPOSED SYSTEM**

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A proposed system for a sports arena booking hub would be a new or improved solution to address the existing challenges and limitations in the current systems. It would typically involve the development of a software platform, website, or mobile app with features and functionalities designed to offer a more efficient, user-friendly, and comprehensive solution for booking sports facilities. A user-friendly and intuitive interface that simplifies the process of searching for and booking sports facilities. Wider coverage that includes more regions, cities, and sports facilities to cater to a larger user base

## IMPLEMENTATION

### MODULE DESCRIPTION

#### 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

#### GROUND OWNER

- Login: Manager can login with the credentials provided by user.
- View Request: can view request for turf bookings.
- Confirm Booking: can confirm the booking of the turf
- Bill Generation: can generate bills as per the rates.
- Bookings History: can check previous booking history

#### 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.

## RESULTS





The term "Home Page" refers to the main or initial screen of an application or website that users encounter upon opening the application or accessing the website. The home screen is essentially the starting point and often sets the tone for the rest of the user experience.

Viewing ground details typically involves creating a web page or an application feature that allows authorized users to access and review information about a specific piece of land, property, or ground.

## CONCLUSION

Online Sports Turf Playground Booking System this project Sends message reminders to managers and users whenever slots are booked, canceled or rescheduled. And your users can easily and securely authenticate themselves by linking their existing service (or by Facebook) by using a password.

In conclusion, a sports arena booking system project aims to create a valuable and efficient platform for sports enthusiasts, event organizers, and facility owners. The successful development and deployment of such a system can streamline the booking process, improve user experiences, and foster community engagement while presenting opportunities for growth and future enhancement.

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