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Sports Facility Booking

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Abstract: EverythingSoprts is Sports Facility Booking and a neighbourhood sports connection portal which not only allows Sports enthusiasts to book practice sessions for personnel use or for team use. It also helps to know about instructors and coaches at the location and also the facilities available like cafeteria, sports shop etc. This portal work excellently for the owners or administrators of the facility be it a swimming pool, basketball court, gym, tennis centre or stadium. The portal will have a description of the facility with photographs and provides a comprehensive schedule thus enabling users to see the timing of an available facility. The portal provides a win win situation to both the facility users as well as the owners/administrators. This portal can also feature the payment gateway integration to help users make payments easily and flexibly by supporting a variety of payment options like debit and credit cards to provide a seamless experience. Some people are team players at heart but remain isolated due to lack of like-minded connection. A neighbourhood sports connection facility provided in the portal will allow one to play a team sport when they have no one to play with, by linking people locally. Sports is a passion, and sports lovers who are extremely busy in their professional lives prefer reading or watching the news on their favourite sports. This portal provides such people quick news from the sports industry through the Sports new section along with a section with sports quiz which helps in enhancing the sports knowledge of the portal users.

Keywords: Sport Arena, Slot booking, Online payment, Admin contact

I. INTRODUCTION

A library management system involves various tasks such as issuing books, returning books, updating student details, book details, keeping track of due books, fine due (1). A lot of things are already automated but a lot more can be achieved with the use of Internet. If there is a website for library management system, the students can login to that website and check the availability of books. If we take a step further, the student can also send a request to the librarian to borrow a book. After that the student can physically visit the library and borrow the book. Waiting time is reduced to get their details verified by the librarian before taking their book. Now, here we can reduce the time required to verify the student details by putting a QR Code behind the student's ID Card. The librarian can easily scan the QR Code using the web camera and the student details will be automatically verified (1). There is no need for the librarian to manually enter any details or manually verify any details except scanning the QR Code.

II. LITERATURE REVIEW

Whether you are the owner of a local sports club or the CEO of a nationwide gym chain, managing a sports facility can be hard, especially if you're struggling to get people through the door or you've got competition.

According to management consulting firm A.T. Kearney, more than \$620 billion is spent every year on sport, and that's without taking into account the billions spent on sponsorship or the wellness industry, now worth an eye-watering \$4.2 trillion alone as consumers become increasingly conscious about their health and appearance.

The biggest trends in sports facility management is collaboration and smooth running of your facility. In today's competitive times where consumers have more choice than ever, collaboration gives a competitive advantage, allowing companies to pool together their resources and skills for the greater good of their business.

Running a sports facility can be incredibly rewarding both personally and professionally, but it is important to tap into trends and use software to improve the management of your facility. If you don't take advantage of the tools and technology available to you, you'll likely fall behind the competition and struggle to make your mark.

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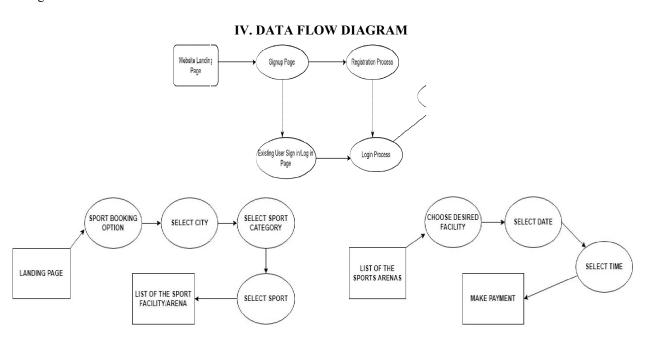
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EverythingSports is a sports facility management software which helps both the owners of sporting facilities and sports enthusiasts to make best use of the resources at the click of a button.

III. OBJECTIVES AND GOALS

The following are the goals of the proposed system.

The main objective of this project is to propose a system that will help the customers to book the sports facilities and equipment easily without going in person to the sports facility or calling to find out the condition of the sports facility. The second objective is to design and develop a web based system of sports facilities and equipment that fits the user requirements. The third is to implement the system by using priority queue technique and avoid overlapping booking.



V. IMPLEMENTATION

The website was developed using html, CSS and JAVASCRIPT for frontend and PHP for backend and MYSQL for database. The purpose of thiswebsite is that people or customers need not physically go to the sports facility to find out or book the facility if its available. This website provides the details and images of the different arenas and facilities available in our selected city and area near our respected location. This website searches for the nearest sports facility you are interested in and provides the location and other details to choose from. This reduces a lot of time, effort in searching. The client or customer should enter the website name in any of the web browser and they will find themselves in the website landing page and then the registration/sign in page. If the user is not previously visited the website he/she must register/sign in and then they will be able to login. If the user has already registered they must login to enter the home page. The client or customer will have entered the home page or landing page after login. In the home page the customer will select the sport booking option and then select city, sport category and then the sport they want to play. After selecting the sport you will get the list of facilities. After selecting the sport you will get the list of facilities or arenas. Choose the desired facility, select the date, time and then make the payment to book the facility.

VI. CONCLUSION

Though still in its primal stage, "EVERYTHINGSPORTS" is a fully functional facility booking management tool running at full scale and maximum database support. Over time updates like use of java extension of responsiveness to smaller devices, and addition of theme module to bring it more close to Word Press will be provided, so as to enhance the project.

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