SQUASH TOURNAMENT SYSTEM

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UNIVERSITI TEKNIKAL MALAYSIA MELAKA

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SQUASH TOURNAMENT SYSTEM

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This report is submitted in partial fulfillment of the requirements for the
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UNIVERSITI TEKNIKAL MALAYSIA MELAKA
2010

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STUDENT : _____ Date: 28 / 06 / 2010

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DEDICATION

Dedicated especially to my beloved parents, Abd Hamid b Abd Rahim and Hamidah bt Salleh

To my supervisor En Abdul Razak b Hussain.

Last but not least to all my dear friends who have helped, supported and inspired me throughout the journey of completing my final year project and education especially to all 3 BITD students.

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ABSTRACT

This proposed system is known as the Squash Tournament System (STS). It will be used to help the tournament organizer to manage the tournament that will be held and player information. This system will keep all the current and previous record about the tournament that participates by the player. The benefits of this system are it can be used by all tournament organizers who want to hold the squash tournament. Otherwise, tournament organizer also entering the player scoring and the winner for each match will be based on their score. This system is easily to access at somewhere that has an internet connection and a personal computer. This system is web based with the PHP programming language and is connected to a database developed and design using MySQL. The methodology that chosen to develop STS is Structured System Analysis and Design Method, SSADM and waterfall model will be used together in making the project. Waterfall model consists of five stages, which is requirements specification, design, implementation, verification, and lastly maintenance.

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ABSTRAK

Sistem ini diberi nama Squash Tournament System (STS). Ia akan digunakan untuk memudahkan pihak penganjur pertandingan untuk menguruskan pertandingan yang akan diadakan dan rekod peserta. Sistem ini akan menyimpan segala maklumat samada maklumat semasa dan maklumat terdahulu mengenai pertandingan yang telah disertai oleh setiap peserta. Kelebihan sistem ini adalah ianya boleh digunakan oleh semua penganjur pertandingan yang hendak menganjurkan sesuatu pertandingan squash. Selain daripada itu, pihak penganjur juga akan memasukkan jumlah mata yang diperolehi oleh setiap pemain dan pemenangnya akan ditentukan melalui jumlah mata yang dipungut oleh seseorang pemain tersebut. Sistem ini mudah diakses di tempat-tempat yang mempunyai kemudahan internet dan juga komputer. Sistem ini berasaskan bahasa pengaturcaraan PHP dan dihubungkan ke pangkalan data dengan menggunakan perisian MySQL. Kaedah yang dipilih untuk menghasilkan sistem ini adalah Analisis Sistem Berstruktur dan Kaedah Rekabentuk dan model 'waterfall'. Model ini mengandungi 5 peringkat iaitu spesifikasi keperluan, rekabentuk, implementasi, pengujian, pengenalpastian dan akhir sekali peyelenggaraan.

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CHAPTER I

INTRODUCTION

1.1 Project Background

The Squash Tournament System (STS) is a web-based system to easily on the squash tournament management. The system has two main user, admin and players. The admin can create or modify a tournament and can also register players who want to take part in a tournament. Finally, admin will key in the results of the participate players. The players can view all tournament schedules that will be held by the tournament management and they also can register themselves by selecting the tournament that they want to participate. Before they can register for the tournament, they must register to the system. Otherwise, players that have been registered to the system can modify their personal information.

The motives of this system to make an easier to tournament organizer and allow users to use an online system for viewing the tournament schedule and all related information. Users can access and use this system anywhere and anytime that they want. This system also can allow organizer staff to update all information about tournament info and players that registered in this system while all the data in this system can be more systematic, easy to access and secure.

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1.2 Problem Statement

i) Inefficiency data organization

All tournament information wrote down or printed on the paper and will be keeping as filing at the office. Otherwise, this information also will be saved in the computer without properly procedure. Systematic saving data and records must be implemented to produce efficient data organization and collection.

ii) Inconsistent data management

While all the record is keeping in the same database, it may lead to inconsistent data because there are much more record for each tournament. While separately the record at the database and build up the efficient query, data can be produce more accurately and quickly.

iii) Time consuming

Tournament organizer wants to retrieve some kind of data like how many matches that the players has won, the statistic of the matches, and want to generate the report about each tournament. When using traditional method, it takes time to produce the entire specific task that the management or users wants.

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iv) Unsecured data

A lot of information about tournament wrote down or printed on the paper and will be keeping as filing at the office. Sometimes, this information will be saved in the computer without properly procedure. Imagine when we need to know some kind of information about which tournament that the player has won a few years ago. Systematic saving data and records must be implemented to produce the accurate results without taking much time.

1.3 Objective

i) To have an online system that can replace the manual system.

Develop a system that can be viewed online for user that has an internet access.

ii) To make an ease for tournament organizer.

For the system to be, efficiency management is very important for data processing and accessing faster than usual method.

iii) To make a secure system.

Data stored in the database must be protected from accessing by unauthorized users to make sure the data integrity and consistency.

iv) To have a backup and recovery for the system.

Data backup and recovery are very important at every database.

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1.4 Scope

The scope of this system can be dividing into user scope and system scope. It will be explaining below.

1.4.1 Logins

There will be logins available separate by their user id. This is done to ensure that the data in the system would not be meddled by those who are not authorized.

1.4.2 Search

This module will be used to look up for the player's and tournament info, tournament results, and ranking for each player.

1.4.3 Updates

This module contains the features of addition, deletion and modification of any data that's in the database. This is only authorized to the admin and registered players.

1.4.4 Print

This module allows the tournament organizer and players to print out tournament results and the tournament schedule.

Target users: Organizer staff and registered players that are allowed.

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1.5 *Project Significant*

Project significant of this system is to ease tournament organizer to handle the tournament and each participate. This section will describe the benefit for those who using this system.

1.5.1 Tournament organizer

- Allows tournament organizer to manage the system easily, reducing the cost to hiring a worker, manage the data efficiency and get the results quickly and accurately.

- Allows tournament organizer to get the tournament sponsor easily from related organization.

1.5.2 Player

- Indirectly, STS allow all players to know about tournament information that will be held by checking the tournament schedule.

- Players can choose the tournament that they want to participate and arrange their tournament schedule personally.

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1.6 Expected Output

On a good day behavior, STS in expected to help the tournament organizer and their staff in obtaining tournament information. STS should give no problem when the organizer desires to modify certain details in the database, which means that the organizer will be able update data, delete or add any new upcoming tournaments and player records that the organizer thinks is necessary.

In other words, STS should make the tournament organizer life easier. It is suppose to help make the business more efficient, reliable, fast and trustworthy.

1.7 Conclusion

Overall, this chapter gives a brief overview of the Squash Tournament System (STS). It is developed to help tournament organizer to manage the tournament more smoothly and efficiently. The development of the STS is also done as to introduce a new system to organizer because at the current moment, the tournaments are handled manually and need many staffs. This system is expected to be implemented by the available squash tournament organizer.

The following chapter is about the Literature Review and Project Methodology. In this chapter, more detailed explanation about the facts and finding regarding the project such as, project methodology, project requirements, project schedule and milestones will be put into words.

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CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

Literature review summarizes, interprets and evaluates existing literature in order to establish current knowledge of a subject. The main principle of literature review is to provide an overview published research on the certain topic. In addition, literature review is usually organized thematically, such as different theoretical approaches, methodologies, or specific issues or concepts involved in the topic.

This chapter will discuss on literature review and project methodology. In literature review, facts and findings on existing system will be studied. In project methodology, the approach used in this project will be explained. As for project requirements, software, hardware and other requirements will be stated. Not only that, project schedule and milestone will be planned in order to guide the project is always on the road.

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2.2 Facts and Findings

This section will describe about the domain related with the system and their brief explanation.

2.2.1 Domain

The domain that is related to STS would be ICT in Sports and Recreational. It aimed to develop a systematic web based management system for tournament organizer. Administrator use STS to manage the tournament and ease organizer. With the system, admin can easily handle the data of each tournament and reducing inefficiency data organization. Otherwise, all the data will be keep from an authorized user to make sure the data integrity.

All players can manage their personal information to make sure their information is up to date due to the current situation. Players also can retrieve their data everywhere that they want and didn't take a long time because they can access this system through internet connection.

2.2.2 Existing System

As we know, there are the systems that existing related in squash tournament. In this case, two existing system will be taken as a case study and references before came out with the new system.

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