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Application for Sports

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Abstract— **This paper aims at connecting people in real world. So keeping this in account, our project or application aims at creating a platform to the sports players who are willing to play the sports. Companions or co players can be found in the surrounding using GPS technology.**

Our application aims at not only connecting professional players but also connecting the normal citizens who wish to play in their free time. Here confining our application to a smaller sector may seems to be lesser scope but the fact is, sometimes giving priorities to an individual sector may lead to creation of higher user base. And also our application provides latest updates of the sports based on their area of interest. So that a player can be aware of the things which is happening around him.

Keywords— Sports, GPS, Application.

I. INTRODUCTION

In this decade the utilization of the Android technology has been massive and immensive. Due to the portability, scalability and etc. of Android application has made the Android technology to have a hold on trending market. Our concept implements to the people who are interested in playing (indoor and outdoor) SPORTS. In the current world, players are facing lack of companions. This inversely affecting on physical health and real world socialism. All these existing social networking applications are trying connecting people virtually

II EXCLUSIVE APPLICATION FOR SPORTS

Our application aims at connecting people in the real world. Hence there is no limitation for usage of our application. Individuals can utilize the time in the best possible by fixing time for playing. No restriction in age, locality for using this application. Design and implementation of **GET SET PLAY** application with providing necessary security filters to the users.
Building an easy user interface which can be used by all age groups. Effective marketing needs to done to make it to reach all sports enthusiasts

III EXISTING SYSTEM

There are some applications available in the android market [2] which requires both the user as well as host of the game to switch on their GPS at the every opening of the application. But our application aims to register their 4 preferred locations and save it in their database.

IV ARCHITECTURE OF THE SYSTEM

Initially, application begins with the login and signup page followed by application logo. Signup page contains necessary queries which later is used as filters for confine selection of the companions or players who suitable for his/her profile. Once a user is signed in, his details are stored in respective database. Later he/she can login through the application by mail-id and password. Main activity, [1] this page consists of an location bar consisting of GPS button. User can select his/her current location either by GPS or by selecting an area.
By selecting the location, a player can confine his/her willingness to play in surrounding or nearby location. A button is provided next to location bar which contains the options such as settings, profile, logout and news feed. News feed option contains news of the sports which the user specified during signing in. Host button is followed by location bar. Posts of other games or posts of player area of interest are displayed below the host button. A player can select and join already hosted game by viewing posts or player can host a game by selecting the host button.
Host activity, again consists of confinements such as max players selector form, time, date, name of the game and a button. Once hosting is done, a chat box is created making the host as admin and notifications are sent to the users or players who are situated surrounding (certain radius) the admin. Figure 4.1 shows the notifications and hosting of the game process.
Based on the max player limit, server allows players who are willing to play to get into the group. Chat box provides a platform to discuss and by mutual understanding set a new time. New time can be set by polling, i.e. on top of the chat box a counter is provided for agreeing and disagreeing the time. If the time is changed, another push notification is sent to all the players in that group.
Once if the players are familiar to each other, with the permission of other players one can create a permanent group. If the game selected by a group is an team game, then the admin can select another similar sport group and play against them.

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Figure 4.1 Architecture Diagram

V CONCLUSION

Once a large user base is created, the data statistics such as number sports enthusiasts and sport which is played in the particular location can be obtained. This in future can be used for different kind of analysis.

Finally as mentioned above, our application idea is for creating an healthy society

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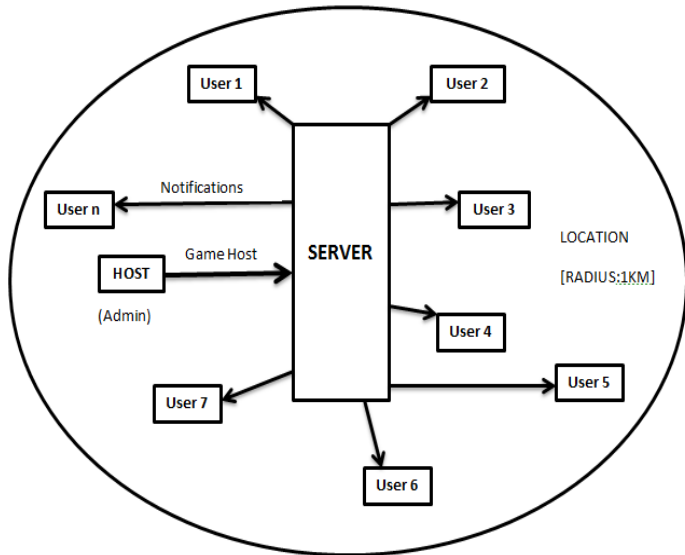
[2] https://play.google.com/store

Features of chat engine:

- Players can customize their notifications.
- Player can hide or reveal their contact information if they wish.
- A player can view other player's profile.
- Players individually can leave the group.
- If the admin exits from the group before the time specified, the adminship is randomly given to another player.
- Numbers of emoticons are restricted to avoid spam pings.
- At the end of the specified date, the group is automatically killed.