# **Sports Community**

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Abstract- The title itself defines the nature of the purpose behind the Sports Community. Currently Situation is that every child wants to play outdoor / indoor sports with team but it is tough to make team and play with them and another situation is that there are many playgrounds to play sports but not enough players so, that by Sports Community the user easily find players to play sports with them and make a community to play in team or to challenge friendly rivals.

*Keywords*- Sports community , Android , Application , Location based.

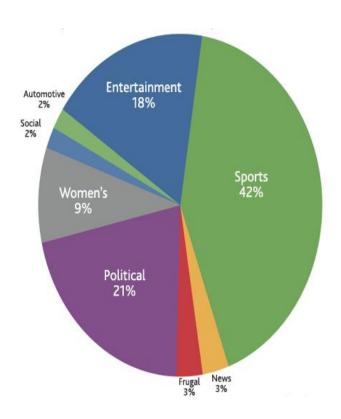
#### I. INTRODUCTION

Sports Community is an Application based system for improving sports in our society, is to find sports player in multiple places. Sports community is develop to provide all around sports anytime, anywhere to everyone who uses it. We propose to develop interactive sports application which can run on the android tablet or any android device. The sports community is quite easy interface makes learning easier and faster because of an application based solution the service is 24x7 available. We provide users location based system for easily find places. Increasing use of mobile devices makes it easy to access. It provides the location based system to creating the events. The users can easily set schedule of the Sports match and the users may be students, coach, sports players and sports academy. The system provided to the users are just a standard android mobile with internet connection.

# II. LITERATURE REVIEW

Sports community is the system which provide daily near by sports events. Currently there is no application for the local sports players. Currently, people goes to nearest playground to play any sport but there are not enough player to play in a team. So by the leak of players enjoyment can't be fulfill about sport. No facility is present for the players to know the playgrounds at different areas where they can play sports match / games. Current system does not provide the way of connecting sports players through digital medium or social networks.

Current system is manual only for sports academic students which paid their fees and participated in their teams but there are no such platform for local players to connect with each other and play a sport.



There are 42% peoples are interested in sports. But, most of they don't have online platform to connect with peoples so, *Sports community* helps the peoples to connecting with each other and make a community.

## III. METHODOLOGY

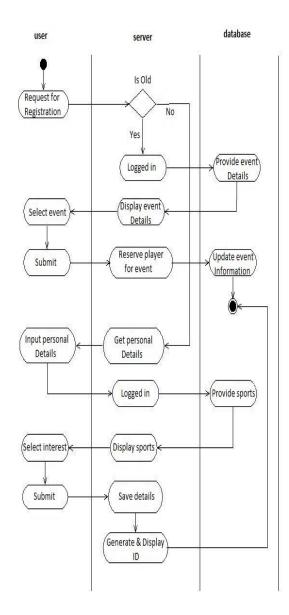
The main objective of this project is building an application which will help local peoples to find players and make a team to play sports in nearby location. It is provide unique way to connecting people and make a sports community through the application. The application notify the users about nearby upcoming events and user also create new event on nearby places through the application. Also ,users can maintain their own sports identity through their profiles.

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The application will work in following ways:

- I. Users (Players) have to login or signup in the application.
- II. The users will select any event from the event list.
- III. On selecting the event, the event details will be displayed.
- IV. Player have to join the team, if they interested in event
- V. Players can chat with each other in group if they are in one team.
- VI. Players can manage their sports profile and connecting through social media accounts.
- VII. Users can invite their friends for an event and join in team through an application.

Flow of application is as follow:



#### IV. FEATURES INCLUDES

➤ Location: This is one of the main feature of application users can easily find their near by playgrounds, other players and sports events.

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- Scheduling: This feature allow users to schedule their events, teams and team players also users can schedule their events at specific time, date and on place.
- Filter: This feature allow user to filter their events as per near by locations on specific time and date. They can also filter their interested sports category.
- Group chat: In this feature users can connect with each other through the group chat medium whose are in team or interested in particular event.
- Social connectivity: This feature allow user to login or signup through any social media accounts and connect with other users.

#### V. CONCLUSION

We will develop "SPORTS COMMUNITY" System with great concern and will try our best to implement as many as features to make it viable and usable. This system is a powerful and easy-to-use for the user in their day to day life. By Using this Application we making the world more active through sports and discovering the new sports activities with near by peoples. We exploring friendly rivals around and challenge them.

#### **ACKNOWLEDGMENT**

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