Smart Gaming Event Administration Framework

Ayush Raina
Department of Computer Science
Vellore Institute of Technology
Vellore, India

Vinay. G
Department of Computer Science
Vellore Institute of Technology
Vellore, India

Mahesh Saini
Department of Computer Science
Vellore Institute of Technology
Vellore, India

Abstract:- This is an Event management association structure programming meander that serves the handiness of an occasion. The structure enables just selected clients to login and new clients are permitted to resister on the application. This is a application based architecture made in android studio. The meander gives a large portion of the principal handiness required for an occasion. Once the client enters an event form, the information is set apart in the database and the client is given a receipt number for his Fixtures.

Keywords:- Event,android studio,Fixtures.

I. INTRODUCTION

Occasion Management when showed up contrastingly in connection to other standard purposes for living, for example, medication, law and bookkeeping is unassumingly a children field. Occasion association is dominatingly about making a mess. Recalling that early introductions last, it is vital while setting out on any occasion paying little notice to its scale to get the right system and utilize the correct structures to guarantee that your occasion is feasible. The way toward planning and dealing with the occasion is frequently suggested as occasion organizing and which can meld orchestrating, booking, site confirmation, gaining vital licenses, masterminding transportation and stopping, designing speakers or performers, organizing elaborate arrangement, occasion security, giving sustenance, dealing with outcast shippers, and crisis traces. Every occasion is specific in its air so technique of sorting out and execution of every occasion moves on present of sort of occasion. Different undertakings, liberal affiliations, and premium social affairs hold occasions recollecting a definitive goal to show themselves, manufacture business affiliations, fund-raise, or acclaim accomplishment.

II. SYSTEM ALREADY EXISTING

In the present condition, existing structure has different inconveniences which make it wasteful to continue with it. The present working approach of the proposed affiliation is manual. It is hard to preserve all motivations behind excitement of occasions, clients and the associations. The execution of the occasion every so often defers in view of undirected planning. To the point quality is concerned it is alright yet not as magnificent when overseen utilizing robotized framework. Before long the wastefulness of the present structure can be conveyed in wording as takes after:

- The physically oversaw framework is dreary

- Data security isn't guaranteed.

- It is hard to preserve records in long run.

- Far reaching number of work is required.

- It is raucous to oversee tremendous exchange.

III. PROPOSED FRAMEWORK

The proposed structure is motorized and has been made utilizing advance languages in this manner it gives a more noticeable number of working environments than show framework. It gives shrewd access to any information. In this framework client can chat with its peers directly through secure standard connection. There is a separate portal for live streaming, if any gamer wishes to stream his current progress online there is a platform that has been set up for this purpose. The Framework has a registration portal which is maintained by Firebase as back end. The Database created is used for maintaining the scorecard as well as the fixture list along with leaderboard data. There is a polling system which takes user input and determines the most played games which can be profitable during an event.

IV. WORKING OF THE FRAMEWORK

The system is a user-friendly application which can be used to simplify work during a gaming event. It helps in registering the people who want to take part in the gaming event. It creates a Database for all who have registered and helps in providing teammates to the people with no teams. It has chat version that supports normal text conversation so that there can be communication between gamer's during their event or a conversation between all the gamers present in the event. It also displays live fixtures and can sync up with your system calendar entries to include the data entries of your event. It provides Live streaming features which can show the progress of the gamers online on YouTube platform. It has a polling system to determine which is the most popular games. A scorecard or leaderboard is maintained for the teams registered to show their standings. Notification Features are also embedded in the framework. It can notify a person when their event is going to happen.

V. FEATURES

➤ *Users*
- Users can create new account, log-in to their existing accounts which will give them the authority to use the services provided by the system.
- Users can register the required events
- Display of results
- Users can check fixtures

- Users can watch Live Stream
- Users can also share their experiences.

➢ *Administrator*
- He can create events and monitor activities.
- Can Handle threats if any.
- They can handle registered complaints against other users.

➢ *Non-Functional Requirements*
- App can be accessed any time.

- The module-by-module design is very sleek which helps in better performance.

- The data is secured.

➢ *Optional Features*
- FAQ's and Forums are present for help.
- Assigning performance ratings to different sections of as per direct feedback received from users.
- Live streaming of matches
- Fixtures and Standing
- Polling System

VI. SYSTEM SCREENSHOT
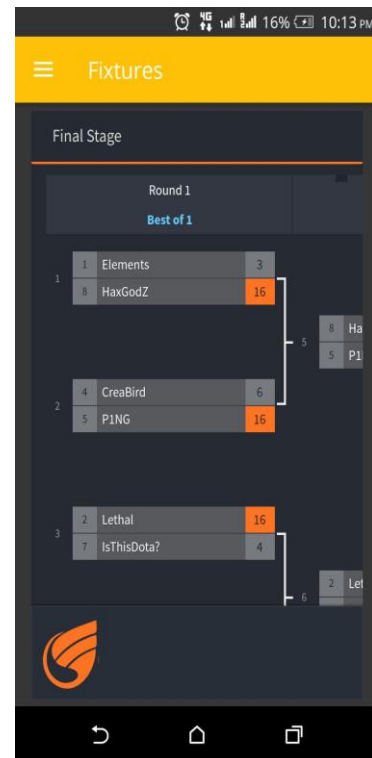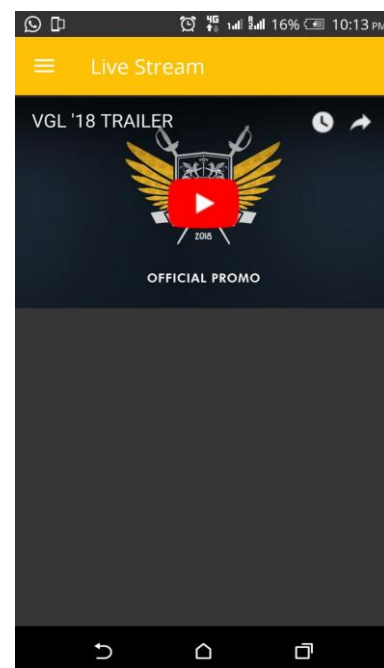

Fig 1:- Home Page

Fig 2:- Fixtures

Fig 3:- Live Stream

VII. CONCLUSION

This endeavor will help the individual occasions to deal with the and robotize to the whole database in the structure. The meander will decrease the human exertion and make the assignment of client, client and authority less mind boggling. It is effective to utilize and simple to wear

out it. Thus, remembering the positive conditions and applications; we are building up an Event association programming which has mean association control of client and worker and individual association of various occasions.

VIII. ACKNOWLEDGMENT

REFERENCES

[1]. P. J. A. Reusch and P. R. F. Dortmund, "Event Management – a Special Kind of Project Management," in International Conference on Intelligent Data Acquisition and Advanced Computing Systems, Berlin, 2013.

[2]. E. Kostrecová and H. Bínová, "Security Information and Event Management," INDIAN JOURNAL OF RESEARCH, vol. 4, no. 2, pp. 119-120, 2015.

[3]. X. Chunjiao, C. Dianhui and L. Chunshan, "City Event Management System Based on Multiple Data Source," in International Conference on Services Science, WeiHai, 2015.

[4]. A. Saleem, D. A. Bhat and M. O. F. Khan, "Review Paper on an Event Management System," International Journal of Computer Science and Mobile Computing, vol. 6, no. 7, pp. 40-43, 2017.

[5]. C. Kreibich and R. Sommer, "Policy-controlled Event Management for Distributed Intrusion Detection," in International Conference on Distributed Computing Systems Workshops, 2005.