"Outdoor Sports League"

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Abstract—*Mostly all over the globe countries are developed or developing. Peoples are striving or striding to adopt new technology. So, people are busy to deal with modernizing world and find themselves in front of screens (like mobile devices). In that lack of physical health consciousness are seen and many diseases are arising with that. One way to eliminate these problem is to play outdoor games. This can be alleviated by using computerized user friendly application. In this system user can play outdoor game with random player around him/her. In this context, a playground search system is available where player can find nearby playground. After selecting playground our application shows details of playground and list of registered games with proper schedule where player can join game and if player is not convenient with schedule they can create own game with their comfortable schedule. Player have an another option of tournament. Tournaments are organized by admin where player can participate and compete with teams. Our vision is that to keep people healthy in easy and convenient way. And user can also explore people around them and can be more socially active.*

Keywords— create game, create team, select ground, select game, play game, update profile.

I. INTRODUCTION

As we know our technology is more enhanced and modernized. Technology era has much developed that most of our problem can be solved in just one click. This led to people spend their most of time in front of screens. Due to this people are losing their physical health and suffering related diseases. And there is lack of physical social interaction between people. So to alleviate this we built outdoor sports league application. In this system user can play outdoor game with random people around him/her. In this context, a playground search process is available where player can find nearby playground. After selecting playground it shows details of playground and list of registered games with proper schedule. Player can join particular game and if players are not convenient with schedule they can create own game with their comfortable schedule. Player have an another option of tournament. Tournaments are organized by admin where player can participate and compete with teams. Our vision is that to keep people healthy and in easy and convenient way. And

user can also explore people around them and can be more socially active.

II. LITERATURE SURVEY

User interacts with the online fantasy sports league via an application in a computing device. A list of automatic substitution designations is received from the user via the application with respect to a user's starting roster. A step includes determining that a player is ineligible to play in a game. It is determined that the player is on a user's starting roster or in a user's waiver wire. A step includes automatically select a substitute player for an ineligible starting player according a list of automatic substitution designations. The list of automatic substitution designations is stored in a memory of the computing device or an online fantasy sports league server. The user's team roster is automatically updated to include the substitute player in lieu of the ineligible starting player.

Christopher Cody Thompson [2] say that A fantasy sports league application is operated on a computerized device for managing a bet relating to statistics of a sporting event. The statistics may relate to a team, position, play, or player. The terms of the bet may be defined relating to a bet amount, bet type, scoring procedure, and / or duration. The bet may be created by a creator using an interface. A user may view and accept the bet, and may also make a counteroffer. Users may create and join leagues and private groups, and may filter the universe of potential respondents to a created bet using a wish - list of bet conditions and / or terms. The bet may be confirmed when the creator and the user agree on terms. Funds relating to the bet may be collected and dispersed.

Antony Basco J and Senthilkumar N C [3] say that the conversion of consuming classy machineries by healthcare consumers to achieve insights from clinical datasets and make knowledgeable judgments had transformed by Big Data Analytics. With the help of Hadoop and MongoDB, the concept of achieving effective data driven services to patients by means of predications has been made possible.

Roberto V. Zicari, Marten Rosselli, Todor Ivanov, Nikolaos Korfiatis, Karsten Tolle, Raik Niemann and Christoph Reichenbach [4] say that effective benchmarks for big data help the customers pick the optimal technology, help the

vendors improve their products, and finally help researchers understand the differences of big data technologies on their path to optimize organizational and technical processes.

III. METHODOLOGY
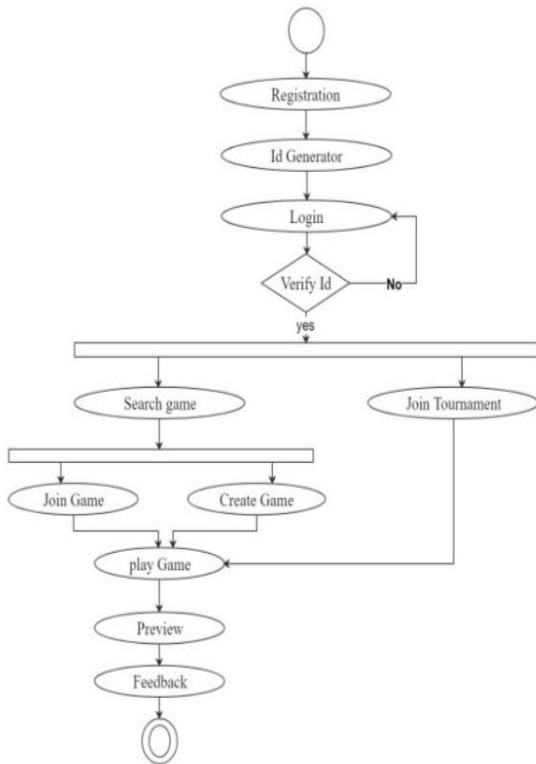
IV. IMPLEMENTATION

Fig-1:Login Activity

Figure 1: Here the user will login with his/her registered mobile number and password
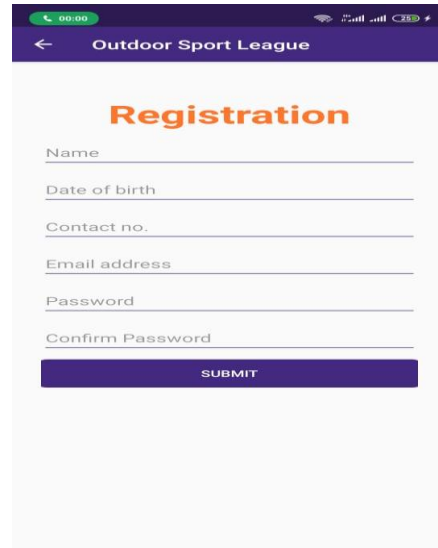

Fig-2:Registration Activity

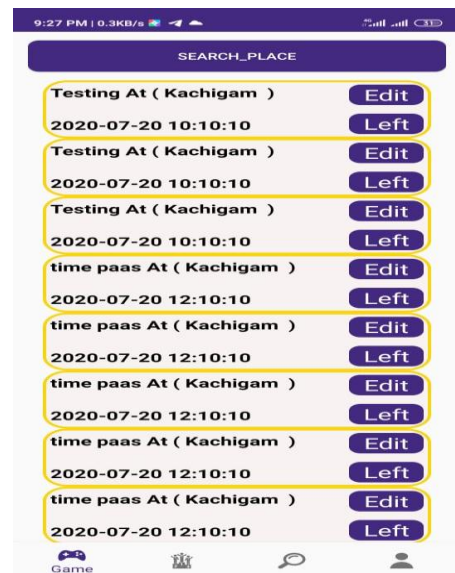**Figure 2:** The users will register with his/her credentials.

Fig-3:DashBord Home Avtivity

Figure 3: Here the user can find their upcoming games
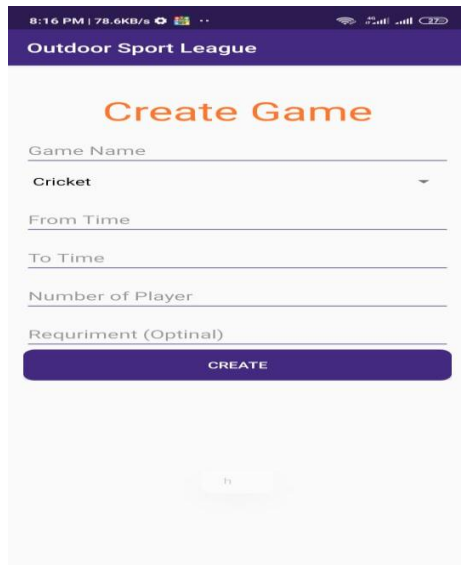
Fig-4:Create Game Activity

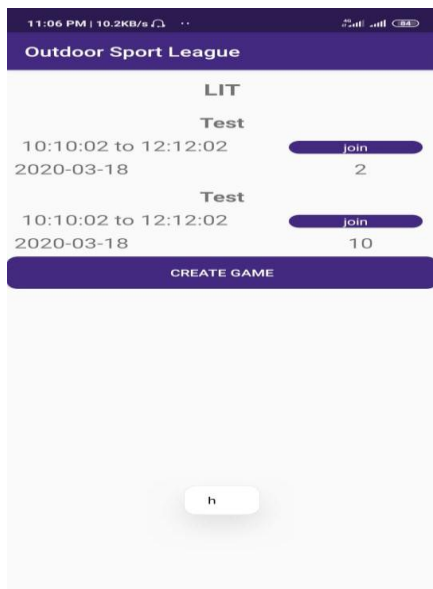**Figure 4:** Here the user can create a particular game with schedule

Fig-5:Join Game Activity

Figure 5: Here the user can join game. And if not convenient with schedule they can create own game.
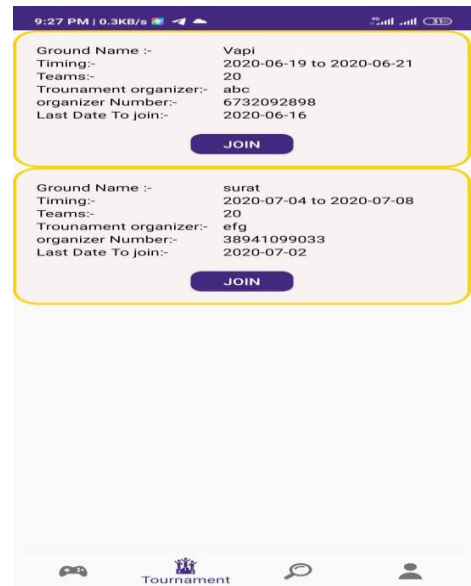

Fig-7:Tournament Activity

Figure 7: Here the user can join tournament.. And they can join tournament with their teams.
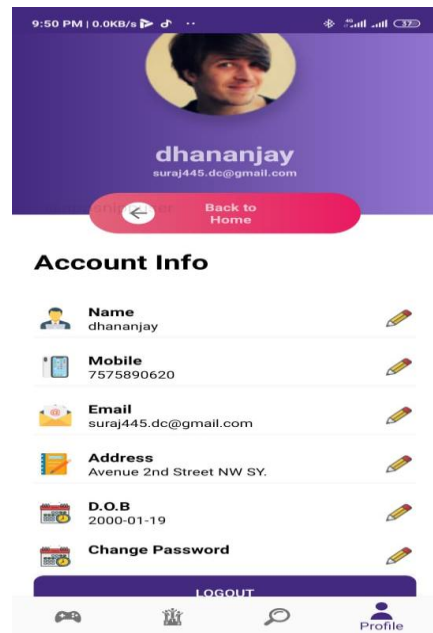

Fig-6:Profile Activity
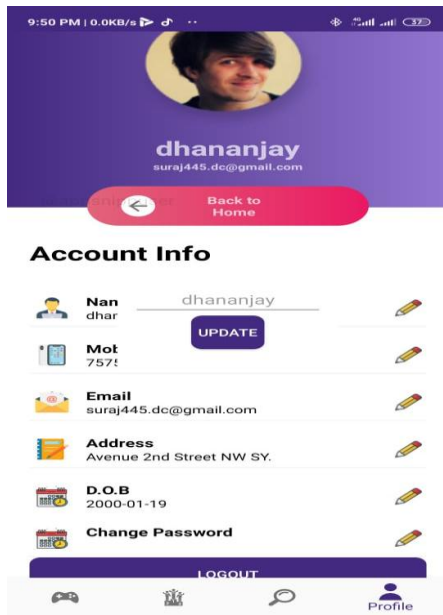
Figure 6: Here the user can show his/her profile.

Fig-8:Profile updation Activity

Figure 8: Here the user can edit and update their profile.

Fig-9:Active Tournament Activity

Figure 9: Here the user can join and see the active tournament activity.

Fig-10:Search Player

Figure 10: Here the user can search a player by ID.

V. CONCLUSION & FUTURE WORK

This system will help you to play an outdoor game with random people at nearby playgrounds with schedule. It also provide player to take participate and compete various tournament with teams. By using this application many problems will be solve such as improve the fitness and health of peoples. It also give safe from various diseases conscious. We have proposed this system with its functional requirements. Further analysis taken with live chats between users   and live score will be handle.

VI. REFERENCES

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