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# Application Designed to Revolutionize the Way People Discover and Book Sports Grounds Effortlessly (Game Snap)

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## Abstract

Although there is a considerable number of individuals globally who are passionate about sports and Even though many people love sports and fitness, it can be hard to find a sports pitch or fitness centre that can be used for several activities. Game Snap, a cutting-edge app, was created to simplify sports ground booking. Most people enjoy sports in their free time. People often argue about sports' benefits and usefulness. Yes, the type of sport an individual plays affects their physical, physiological, mental, and intellectual health. This is undisputed. This helps people stay fit mentally and physically. Daily sports activity helps mental development. Additionally, it boosts the player's mental abilities. This gives one motivation, courage, discipline, and concentration. New turfs or grounds have been built in the state over the past decade. These developments occurred across the state. Sometimes it's hard for players or match organisers to find a spot for their special interest. This is true in some cases. Manually searching for such sites may be tough. The new program "GameSnap." is also intended to address this issue. We're making this app. Various sports are played on the grounds. The grounds are popular for relaxation and entertainment. It has a lively atmosphere despite being safe to play. Many school teams and groups prefer playground matches, practices, and training. This is because the playground is better for activities. Sometimes it's hard to find the nearest grounds. This is insulting, especially when grass playgrounds and grounds are hard to reserve owing to time constraints. Our Game Snap program saves time. It covers all aspects of running and managing a sports pitch, indoors or out. Game Snap is removing obstacles to physical activity as part of its objective. We make it easy to find facilities, book activities, and connect individuals in their area. Another benefit of this program is that even if only one player wants to participate, they may utilise it to find a partner or team utilising the application.

**Keywords:** Way People Discover, Cost Benefit Analysis, Intellectual Health.



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## Introduction

In our fast-paced society, it is crucial to have a user-friendly system for finding and booking sporting facilities. However, many competitors, recreational players, and event organisers still have challenges when it comes to finding the right site for their games and events. Utilising the outdated approach can prove to be inefficient and burdensome since it necessitates multiple phone calls to verify availability and entails users grappling with complex booking systems. To bring an end to that, GAME SNAP is forthcoming. With the growing digitalisation of our society, the way we find and engage with sports facilities has changed significantly. However, the process of reserving sporting facilities remains challenging for several individuals due to the need for multiple phone calls, scattered information, and unpredictable availability. Introducing GAME SNAP, an innovative solution that transforms the process of finding and booking sports grounds for sports enthusiasts, making it easy and comfortable (Ab Ghani, N. S.,2020).

The GAME SNAP platform is a comprehensive solution that simplifies the process of finding and booking sports venues (Straw, C. M., 2019). GAME SNAP provides a streamlined experience that caters to the needs of players, fans, and event organisers who are seeking various types of sports grounds, such as football pitches, basketball courts, tennis courts, and more. Our user-friendly design allows users to easily browse a diverse range of facilities, check real-time availability, and make immediate appointments, all from their mobile devices (Claudinus, T., 2020).

GAME SNAP ensures that selecting the perfect venue for your game or event is now easier than ever (Duraisamy, S.,2018). This is facilitated by the integration of sophisticated search filters, live calendars, secure payment options, and community functionalities. We are now entering a new era of sports facility administration, where we can finally bid farewell to the complexities associated with previous booking methods. GAME SNAP allows you to effortlessly establish the optimal setting for your children to engage in play (Playo). GAME SNAP is an innovative application designed to transform the way people find and book sports facilities. GAME SNAP is a platform that links consumers with a diverse range of sporting facilities. It achieves this by employing cutting-edge technology, enabling it to provide a clear and user-friendly interface. If you are looking for a place to engage in a friendly match, arrange a competition or simply practise, GAME SNAP simplifies and streamlines the procedure for you (Wang, X. (2020, April).

**Key Characteristics and Benefits**

1. Conducting a thorough search and exploration utilising a comprehensive methodology: Discover an extensive collection of sports facilities in our diverse listings, encompassing cricket grounds, tennis courts, basketball courts, soccer fields, and various other types of sports facilities (Cricfare).
2. To choose the perfect venue, you can utilise sophisticated filters that enable you to customise your search according to criteria such as location, sport type, surface type, amenities, and other preferences.
3. Real-time assessment of availability and the opportunity to make reservations: Instantaneous Accessibility: Verify the current and up-to-date availability of athletic facilities and promptly reserve them, eliminating the necessity for ongoing contact between the relevant parties.
4. The Calendar View function enables users to conveniently access and observe the available time slots in daily, weekly, or monthly formats, facilitating the organisation of games with utmost convenience.
5. User personalisation and authentication: The Profile Management tool allows you to establish and manage user profiles, trace your booking history, and customise settings for future appointments.
6. Reviews and Ratings: Access and contribute to reviews for the facilities, providing the community with reliable information to aid in decision-making.
7. Secure Financial Transactions and Flexible Options: Multiple Payment Methods: The app offers a range of secure payment options, including credit and debit cards, digital wallets, and other alternatives (Wang, 2020).
8. Booking Management: The feature to conveniently modify or cancel bookings, along with clear and comprehensible policies, and prompt refunds when necessary.
9. Community and Group Characteristics: To establish connections with other users, you can form teams, join groups, and interact with other users in order to plan games and activities.
10. Event Creation: The software allows you to design and manage all of your sporting events, regardless of their size, from small-scale games to large-scale contests. 6. Incorporation of Facility Management Techniques: A dedicated user interface is offered for facility owners, enabling them to showcase their venues, manage bookings, adjust availability, and interact with users.
11. Ensure that users are furnished with comprehensive details regarding each facility, encompassing visual representations, elaborate explanations, regulations, and pertinent contact particulars. Provide users with comprehensive information about each facility, including all relevant details.

Furthermore, GAME SNAP is not only a platform for making reservations (Skarzhinskaya, E. N.,2020). Instead, it is a community-driven ecosystem designed to enhance the whole sports experience for all individuals. GAME SNAP

simplifies the process of finding and reserving sports fields, allowing customers to focus on the most important aspect: enjoying the game. The GAME SNAP application serves as a comprehensive and reliable source for all sports-related information, catering to both seasoned athletes and individuals seeking an enjoyable means of maintaining physical activity. Bid adieu to the headache and embrace a new and straightforward method to playing the game (GW Sports).

## System Analysis and System Study

System analysis is the systematic examination and interpretation of data and information to identify and diagnose issues or problems inside a system, with the ultimate goal of utilising this knowledge to enhance the system's performance and functionality. Analysis is an intricate examination of the different functions carried out by a system and their connections both within and outside the system. This entails the collection of data and the utilisation of systematic instruments for examination. System analysis is the process of examining a system in order to identify and resolve any issues it may have, utilising computer technology. In order to analyse a system, it is necessary to thoroughly examine the functioning of the system. Prior to constructing a computer-based system that fulfils all the needs of the present system, the system analyst must possess a comprehensive understanding of the system's working and concept. The study of the contemporary system employs several methodologies, including observation and interviews.

A preliminary investigation is conducted to determine if a system has been developed using the SDLC, prototyping approach, structured analysis method, or a combination of these methods. Prior to proceeding, it is imperative to conduct an initial assessment of the project request. The complete proposal for the mandatory project is presented to the selection committee for examination to determine the extent to which this project is pertinent to contemporary internet technology.

PROBLEM IDENTIFICATION: The initial phase of this project is identifying the requirements. The registration of the proprietor and ground lacks any specific criteria, as the existing system only allows for registration of one sport. Furthermore, the system does not provide alternatives for equipment or event selection. The outdated technology lacks the capability to filter nearby grounds. To manage all of these actions, I propose Game Snap as a viable and efficient alternative for users.

DATA COLLECTION METHODS: There are multiple techniques available for acquiring the desired information. All of these ways can be employed to collect information from the users of the current system. Multiple fact-finding strategies can be implemented.

Research: Another method of gathering information is to conduct comprehensive research on the problem domains. The majority of problems are not singular or exclusive. Thorough study has been conducted to determine the features that the suggested system should give. This research was done by analysing similar websites, consulting publications, and referencing books. Data from multiple online sources and accessible internet papers are gathered to analyse the issues and potential remedies for the proposed system.

OBSERVATION: Observation is a method used by system analysts to get factual information about a system by actively participating in or observing a person's activities. This strategy is frequently employed when there are doubts about the accuracy of data gathered using other methods or when the intricacy of some components of the system hinders a lucid explanation by the end users. This data collection technique is highly efficient for gaining a comprehensive understanding of a system.

QUESTIONNAIRES: Another method of gathering information is to administer surveys using questionnaires. Requirements are gathered via questionnaires and refined for the proposed system based on valuable input from potential end users, including developers and website administrators. These documents are designed to enable the analyst to gather information and opinions from respondents. The document can be replicated and disseminated to the recipient. This enables analysts to get data from a vast number of individuals while ensuring consistent and standardised responses.

INTERVIEWS: These are information gathering methods in which the system analyst acquires data from persons through direct, personal engagement. The personal interview is widely acknowledged as the foremost and often utilised method for gathering factual information. Developers are interviewed to gather their requirements for the system, including necessary interfaces and ideas. These inputs are then utilised to design the system's interfaces and functionalities, while also assessing their practicality.

Cost Benefit Analysis (CBA) is a method used to determine the monetary value of the benefits and costs associated with a project, in order to determine its overall worth to the community.

Analysis of the system: System research involves conducting a comprehensive analysis of the many operations carried out by a system and how they are interconnected with both internal and external components of the system. It provides an explanation of the system's structure and operation. System analysis is conducted to gain a comprehensive understanding of the problem and identify the specific requirements that the system must fulfil. During this stage, the primary objective is to comprehend the system's requirements. In this step, the user's information requirements are also established. This task can only be accomplished on a pre-existing system. The approaches employed in this phase encompass observations, interviews, and discussions.

System study is the systematic process of collecting and analysing factual information to diagnose problems and make recommendations for improving the system. Only once the system analysis is completed can we begin to establish the ways and locations where a computer system can provide benefits to all users of the system under investigation. The interface has been designed with a graphics concept in mind, allowing for flexibility in its uses. It is coupled with a browser interface. The GUIs at the highest level have been classified as:

**User Interface for Administrative Purposes**

The user interface can be categorised as either operational or generic. The administrative user interface focuses on the essential information that is integral to the organisational tasks and requires secure authentication for data collecting. The interfaces facilitate administrative tasks such as data addition, deletion, and updating, as well as providing robust data search capabilities. The operational or general user interface facilitates users in doing transactions by accessing existing data and necessary services. The operational user interface facilitates ordinary users in efficiently handling their own information according to their specific preferences and available options.

## Existing System

There is currently a system in place that is characterised by a disjointed and ineffective process for discovering and booking sports grounds. The following is an outline of the problems and restrictions that are typically encountered by the existing system, which GAME SNAP intends to address:

Existing Complications with the System Reservation Procedures That Are Handled: Traditional methods of booking, such as phone calls and emails, are still utilised by a significant number of sports facilities on a regular basis. There is a possibility of misunderstandings occurring during this process, which can be time-consuming. Due to the absence of a centralised system that allows users to view open slots, users frequently have to contact multiple facilities in order to look up availability information.

Due to the absence of centralised information: Listings That Are Dispersed: Information about sports grounds is frequently dispersed across a variety of platforms, websites, and other local directories. The fact that this is the case makes it difficult for consumers to locate full information in a single location. It is possible that facilities do not provide details about amenities, prices, rules, and other important information in a consistent manner. This can lead to confusion and expectations that are not as aligned as they should be.

Policies that are inefficient with regard to payments and cancellations: Rather than offering the convenience of online payment options, many establishments require payments to be made manually, either in person or through bank transfers. Users may be subjected to inconsistent cancellation policies if they do not have access to a unified platform, which makes it difficult for them to modify or cancel bookings.

There is a limited amount of user engagement and community features: There is a dearth of features that stimulate user participation, such as reviews, ratings, and community debates, in the existing system. This results in minimal interaction (Ab Ghani, N. S.,2020).

Event Management Is Not Available: Within the current system, there are only a few tools available for organising events, such as competitions or activities for groups.

Problems Associated with Facility Management: Out-dated Systems: A great number of sporting facilities make use of ancient systems for the purpose of processing bookings. These systems frequently rely on paper-based methods or straightforward spread sheets.

Facilities have difficulty providing real-time information on availability and changes, which might result in double bookings and scheduling conflicts. The absence of real-time updates occurs.

How GAME SNAP Improves the Existing System GAME SNAP tackles these difficulties by providing a centralized, digital platform that automates the entire process of identifying and booking sports grounds (Skarzhinskaya &

Sarafanova, 2020). Here's how it enhances the present system: • Centralized Platform: GAME SNAP consolidates information about sports facilities, making it easy for users to find, compare, and book venues in one spot. The application provides real-time updates on availability, which helps to cut down on the amount of time and effort that is required to locate open slots. Users are able to instantly schedule facilities and receive instant confirmation, reducing the need for manual contact, thanks to a simple interface that facilitates the booking process. With clear policies on refunds and cancellations, the transaction process is made easier by the availability of online payment alternatives that are both safe and simple.

- User Community: GAME SNAP helps to cultivate a community of sports fans by providing users with the opportunity to discuss their experiences, express their opinions on various facilities, and make connections with other individuals for the purpose of attending games and events.
- Tools for Facility Management: GAME SNAP offers tools for facility owners to monitor listings, adjust availability, and efficiently manage bookings, all of which are done in real time.

By solving the flaws of the old system, GAME SNAP delivers a holistic solution that enhances user experience, streamlines facility management, and supports a dynamic sports community.

Proposed System of GAME SNAP Discovering, reserving, and managing sports grounds will be made much simpler with the help of the GAME SNAP system that is being proposed. This system will give an innovative and user-friendly platform. By integrating a number of novel features and enhancements, it overcomes the shortcomings of the system that is currently in place.

**Evaluation of the Suggested System**

- Platform with Centralised Control: A single, comprehensive site that aggregates sports facilities, allowing users to browse, compare, and book in one spot.
- Booking and Availability in Real Time to Customers: Live updates on the availability of sporting grounds, guaranteeing users can see and book open times promptly without delays or conflicts.
- Searching and Filtering via Advanced Methods: Detailed filters and search options that allow users to search across a variety of criteria, including location, kind of sport, amenities, ratings, and more, making it simple to choose the ideal facility. User Accounts and Profiles: the fourth point. Individualised user accounts that allow users to manage bookings, keep track of their history, and save their preferences for later.
- Payments Made Online That Are Safe: Users are able to pay for bookings online using a variety of payment methods thanks to the integration with secure payment gateways.
- The following are the reviews, ratings, and feedback: A platform that allows users to rate and review facilities, helping to enhance the quality of services that are provided while also offering vital feedback to other customers.
- Characteristics of the Community and Social Life: Functionality that allows users to communicate with one another, establish teams, schedule activities, and connect with other users throughout the platform. Dashboard for Facility Management, Number Eight: Listings can be updated, reservations can be managed, payments can be tracked, and users can contact with the facility owners and management of the facility.
- Notifications and Signals of Warning: Notifications and alerts sent via push notifications for booking confirmations, reminders, changes, cancellations, and discounted offers.
- Mobile Application and Web-Based User Interface: Accessibility and simplicity of use across all devices are ensured with a design that is responsive and offers alternatives for both a mobile app and a web interface.
- Improvements Made in Comparison to the Current System.
- Efficiency and convenience are the first two. It is no longer necessary for users to search through a variety of sources because the platform that GAME SNAP provides centralises all of the information. Because of this, the amount of time and effort required to locate the ideal sports ground is reduced.
- Users are able to book immediate reservations thanks to the real-time availability function, which eliminates the need for them to wait for responses from facility management.
- Improved and Enhanced User Experience: The user-friendly interface is characterised by a design that is uncluttered and straightforward, making it simple for users of any age or level of technological expertise to explore and book facilities.
- Enhancing the user experience by providing advanced filtering options and personalised profiles, customisation enables users to conduct searches and receive recommendations that are specifically matched to their needs.

- Increased opportunities for communication and transparency: Information that is easy to understand: Detailed listings include extensive information on the facilities, including the rules, amenities, and price, which ensures that there is no ambiguity. Reviews and ratings are a sort of user feedback that assists users in making well-informed decisions and offers vital insights for the enhancement of the facility.
- Providing Safe and Adaptable Payment Options: The use of safe payment gateways makes the process of making a payment more straightforward, and it also makes available a variety of payment methods.
- Policies that are both clear and consistent regarding refunds and cancellations provide users both flexibility and peace of mind.
- Improvements to the Community: Users are able to connect with one another, organise events, and interact with other people who share their passion for sports thanks to the social elements of the platform.
- Streamlined Facility Management is the sixth point. Through the use of a specialised dashboard, facility owners are able to effectively manage the availability of their facilities, as well as bookings and payments.
- Enhanced Visibility: The platform provides facilities with enhanced visibility to prospective clients, which may result in significantly better booking rates. Scalability and future-proofing are the seventh point.
- An Expandable Platform: The architecture of GAME SNAP makes it possible for the platform to be expanded in the future, which includes the addition of new sports, places, and features.
- The platform is able to collect and analyse data in order to provide insights into user behaviour, facility utilisation, and market trends, which can assist in the improvement of services.
- Both users and facility managers will have a better experience with the proposed system for GAME SNAP because it provides a comprehensive solution that overcomes the inefficiencies and inadequacies that are present in the existing system.

## System Implementation

Putting the utility into operation is the final phase, which takes place during the system implementation phase. The stage of the project known as implementation is the point at which the theoretical design is transformed into a functional system. In order to complete the implementation process, a fundamental application must be transformed into a computer system that completely replaces it. A new or amended system design is converted into an operational one through this process, which is referred to as "conversion." During the phase, the structure of the product, its ongoing data structures, the general algorithms, as well as the interfaces and control/data linkages that were required to facilitate communication among the many sub structures, were established. All that is involved in the implementation step is a straightforward translation of the design abstraction into the physical realisation, with the language of the target architecture being utilised.

Implementations can be broken down into three categories:

- The replacement of a manual system with a computer system through its implementation.
- A new computer system will be implemented to take the place of the one that is already in place.
- The implementation of a modified application to replace an existing one, utilising the same computer as previous implementation.

Some of the most prevalent methods of implementation are as follows:

Parallel Conversion: During the process of parallel conversion, the new system and the existing system continue to function concurrently until the team working on the project is certain that the new system is functioning appropriately. A continuation of the distribution of outputs from the previous system will continue until the new system has demonstrated satisfactory performance. The quantity of duplication that is involved in parallel conversion makes it a process that is prohibitively expensive.

Direct Conversion: The direct conversion approach involves completely discontinuing the use of the previous system, while simultaneously bringing the new system into action immediately. One of the most significant dangers connected with direct conversion is the absence of a backup in the event that the system fails.

Pilot Conversion: A pilot conversion would involve the component of the system being changed over either in parallel or directly. This might be done in either direction. There is the possibility of employing a modification of the two primary procedures in situations when a portion of the system can be considered a separate entity.

User Training: After the system has been successfully implemented, one of the most crucial duties that the developer must complete is making sure that the user is properly trained. In order to accomplish this goal, user guides are draughted and then handed over to the user so that they may run the system that has been designed. Users are therefore

instructed in how to utilise the technology that has been designed. The following tasks were completed in order to ensure that the new application system could be utilised without any problems.

- The preparation of documentation for both users and the system.
- Providing user training that includes demonstrations and hands-on exercises.
- Perform this test for a certain amount of time to guarantee a seamless transition to the new system.

The following are the primary means of implementation:

Test Plan: In order to successfully implement a computer-based system, it is necessary to first prepare the test data and then conduct organised testing operations on the system and all of its components.

Training: The objective of the training is to guarantee that all of the personnel who are going to be involved with the computer-based business system are able to process the required information and skills. There is only a requirement for fundamental training because the system is designed to be user-friendly.

Conversion: The process of carrying out all of the operations that immediately result in the handed over of the new system to the user is referred to as the handover process. Two components make up conversion:

- The preparation of a conversion plan at the beginning of the development phase, as well as the implementation of the plan throughout the development phase.

At the conclusion of the development phase, the process of creating a system is referred to as "changes over plan," and the execution of the plan occurs at the beginning of the operation phase.

DOCUMENTATION: As part of the documentation, you will be responsible for gathering, organising, and keeping a comprehensive record of the programs. The documentation provides the utmost clarity regarding the operation of the system department. In-depth explanations are provided for each and every procedure. It is provided with the numerous tables that are utilised by the system along with the field details. A wide variety of forms are utilised by the system in order to generate screen layouts that are well-structured. Additionally, documentation is provided for these forms. The output that is produced by the system is classified as a separate component. The following is that which is provided by the software's documentation: When it comes to documenting a program, comments are really helpful. The logic of the program is explained through the use of this. For the purpose of enhancing the program's quality and comprehension capabilities, it ought to be utilised. Repetitiveness, incorrectness, or incompleteness are all unacceptable.

**Guides to the System**

Standardised system manuals are an essential component of every good software system. This statement is characterised by its clear definition, complete flowcharts, and a specimen of all input forms and printed outputs. Additionally, the statement includes a detailed description.

Instructions for Operation: A decent software package is accompanied by a good operating manual, which plays an important role in ensuring that the application runs without any hiccups. It is required that the following information be included in the operation manual:

- Information pertaining to the configuration and operation of each product.
- The processes involved in loading and unloading.
- Beginning, continuing, and concluding the procedures.
- A list of error circumstances, along with details about each one.

**System Maintenance**

The software engineering activities that take place after a software product has been delivered to the client are referred to as "Software Maintenance," and the term in question is used to characterise these activities. Within the context of a software life cycle, the maintenance phase refers to the length of time during which a product fulfils its typical functions. The four different types of maintenance are as follows:

- Periodic maintenance and repairs
- Maintenance that is adaptive
- Maintenance of the highest grade
- Maintenance that is preventative

Corrective Maintenance: The term "corrective maintenance" refers to the act of rectifying processing or performance faults, as well as making adjustments due to problems that were not rectified in the past or misguided assumptions. It is in this stage that the application is put through its paces, evaluated for its performance, and any necessary adjustments are made. Modular programs that use structured programming are, in general, simpler to correct and maintain than other structures.

Adaptive maintenance: Changes to the program's functionality are what adaptive maintenance entails. It may be necessary to relocate the software to a separate machine, or it may be necessary to modify the software in order to handle a new communication protocol or additional disc drivers.

**The Environmental Changes Include**

- Alterations to the hardware.
- Alterations to the operating system.
- Maintenance of the highest grade.

Perfective Maintenance: The term "perfective maintenance" refers to the process of improving the performance of the programs or updating them in order to meet the user's evolving or extra requirements. As is the case with adaptive maintenance, it can necessitate significant modifications to the system. The majority of all that is anticipated to be done on software is comprised of perfective maintenance.

Preventive Maintenance: Only preventive maintenance is performed as part of the maintenance process. A formal request for maintenance from the user is not required for this to be carried out. It is possible for a software corporation to make the decision to construct or alter components of the program that do not comply to the current trends when it comes to the realisation that the approaches that were employed in the program have become obsolete. Among these categories, the perfective maintenance type consumes a greater amount of time and resources than the corrective and adaptive maintenance types combined.

**System Security**

During the process of creating the system, security elements are taken into consideration in order to prevent possible errors and omissions that could result in significant issues. A computer system is considered to be secure against a certain threat if countermeasures have been implemented to lower the amount of loss that is considered to be acceptable at a low degree of severity that the threat is anticipated to cause over a specific amount of time. The following three issues should be avoided by a computer in order to ensure its safety.

- A decrease in availabilities.
- A breach of one's honour.
- An infringement of confidentiality.

In the context of a computer system, a threat refers to any occurrence that has the potential to negatively impact one or more of the assets or resources that comprise the system. Any one of the following can be considered an event:

- A disruption in the flow of communication.
- Destroying and destroying hardware.
- The alteration of existing programs.
- The elimination of programs.

Regarding the disclosure of information.

There is a wide variety of approaches to dealing with a threat.

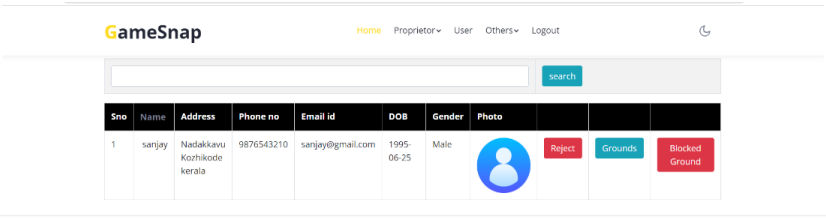
- Modifications to the layout.
- Retention of the threat.
- The mitigation of danger.

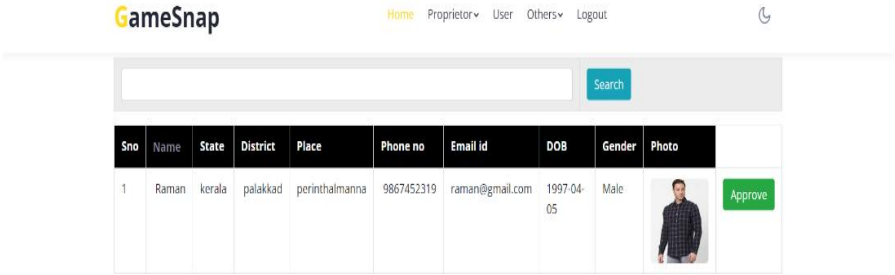
In any system in which more than one user is associated with the system, there are a multitude of potential dangers that could compromise the system's security and integrity. It is becoming increasingly vital to maintain the integrity of software. The attribute evaluates a system's capacity to survive attacks on its security, whether they are accidental or multinational in nature. Every single one of the three components that make up software programs and papers is susceptible to attack.

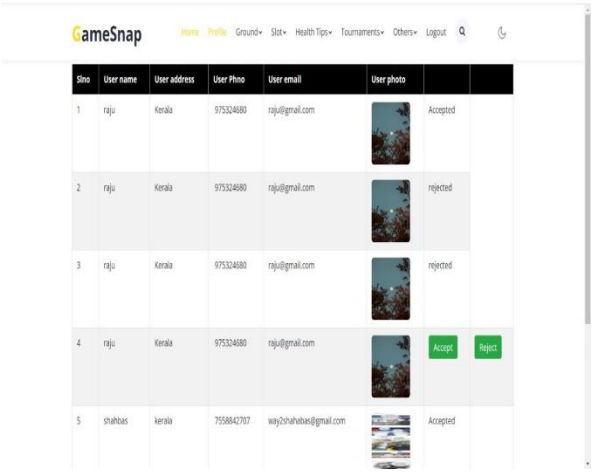
## Screen Shots of Game SNAP

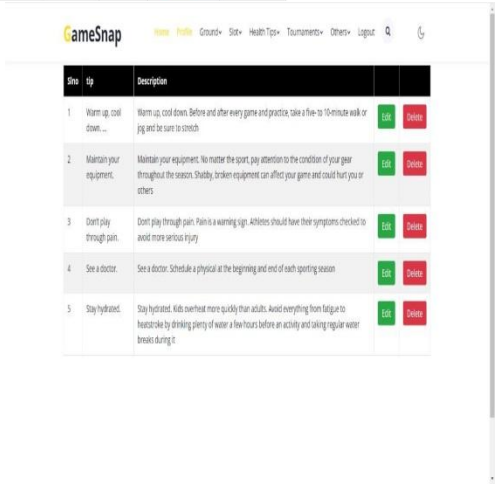

Login Now
Password
Log In

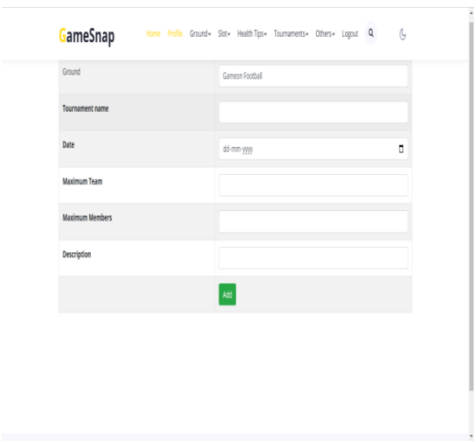

GameSnap
Home Proprietor User Others Logout
BETTER LIVING
Competition Adds An Element Of Fun And Excitement In Any Game.

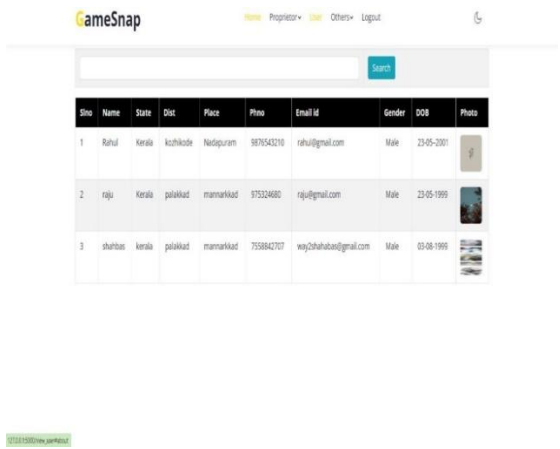

GameSnap
Home Proprietor User Others Logout
search
Sno Name Address Phone no Email id DOB Gender Photo
1 sanjay Nadakkavu Kozhikode kerala 9876543210 sanjay@gmail.com 1995-06-25 Male
Reject Grounds Blocked Ground

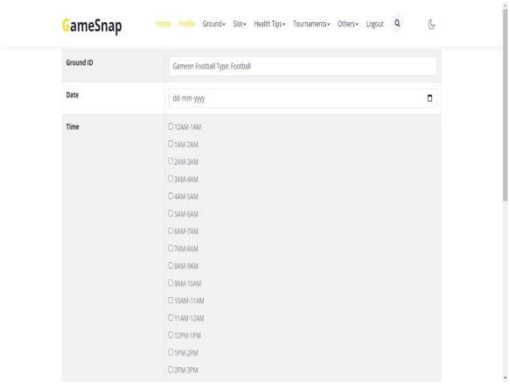

GameSnap
Home Proprietor User Others Logout
Search
Sno Name State District Place Phone no Email id DOB Gender Photo
1 Raman kerala palakkad perinthalmanna 9867452319 raman@gmail.com 1997-04-05 Male
Approve

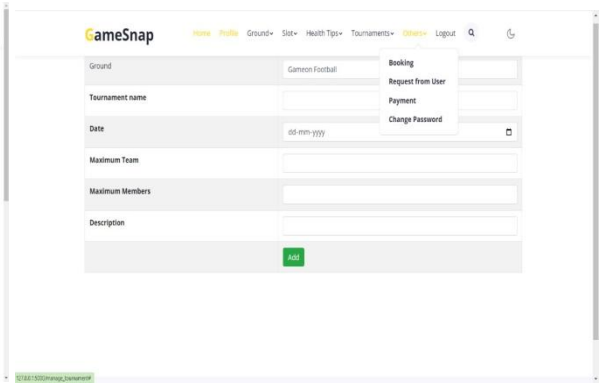

GameSnap
Home Profile Ground Slot Health Tips Tournaments Others Logout
Slno User name User address User Phno User email User photo
1 raju Kerala 975324680 raju@gmail.com Accepted
2 raju Kerala 975324680 raju@gmail.com rejected
3 raju Kerala 975324680 raju@gmail.com rejected
4 raju Kerala 975324680 raju@gmail.com Accept Reject
5 shahbas kerala 7558842707 way2shahbas@gmail.com Accepted


GameSnap
Home Profile Ground Slot Health Tips Tournaments Others Logout
Sno Up Description
1 Warm up, cool down. Warm up, cool down. Before and after every game and practice, take a five-to 10-minute walk or jog and be sure to stretch Edit Delete
2 Maintain your equipment. Maintain your equipment. No matter the sport, pay attention to the condition of your gear throughout the season. Shabby, broken equipment can affect your game and could hurt you or others Edit Delete
3 Don't play through pain. Don't play through pain. Pain is a warning sign. Athletes should have their symptoms checked to avoid more serious injury Edit Delete
4 See a doctor. See a doctor. Schedule a physical at the beginning and end of each sporting season Edit Delete
5 Stay hydrated. Stay hydrated. Kids overheat more quickly than adults. Avoid everything from fatigue to heatstroke by drinking plenty of water a few hours before an activity and taking regular water breaks during it Edit Delete



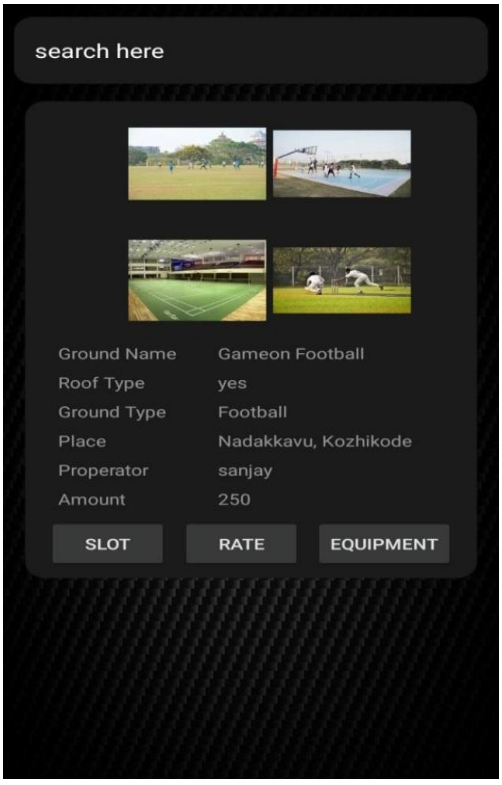



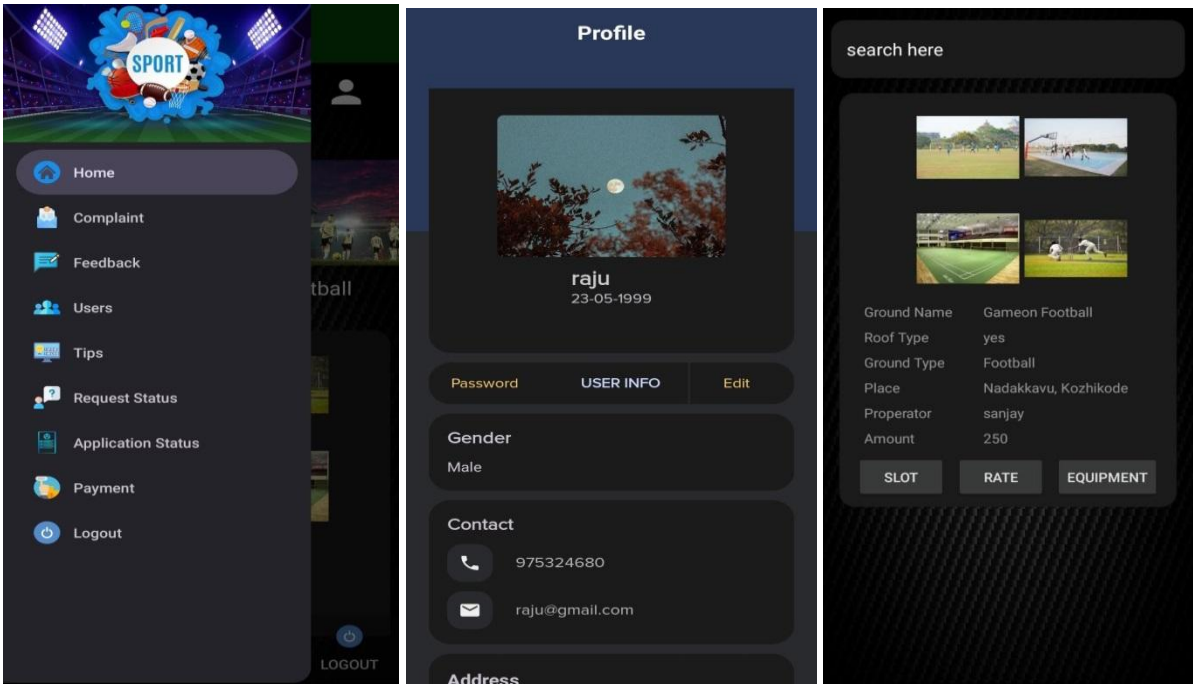




**Application**






## Conclusion

The project known as "GAMESNAP" has been completed in an efficient manner while exerting the utmost amount of effort. Following the completion of the project, the performance of the system was evaluated and determined to be satisfactory. Within the allowed amount of time, the job was succeeded in being finished. A concerted attempt has been made to portray the system in a manner that is more simple and straightforward to use. GAMESNAP is an app that caters to the interests of people who are interested in sports, people who organise events, and even casual users who are looking for recreational locations. A hassle-free booking experience is ensured by its real-time availability updates and fast confirmation mechanism, which eliminates the uncertainties that are connected with traditional booking systems. Implementation and testing of the program were carried out in real time on the server, and it functions without any errors. A high level of protection is provided by the system, which is also very user-friendly. With the assistance of Python and Java, all of the essential validations have been completed, and the result is very appealing. It is now possible to make modifications and upgrades to the system in the future.

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