



GAMESTER SPORTS APPLICATION USING ANDROID STUDIO

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Abstract

Gamester is an Android Application that generally used for connecting different sports personalities. Here our research work connecting various Sports Academy, different Institutions, Organizations and Physical Trainers. Specially, this application is used for getting prior information about UPCOMING SPORTS EVENTS through notifications for individual users. And also we are separately exposing their TALENTS and CERTIFICATIONS through profiles. Also we can play different matches by MAKE MATCH module. In notification page there will be posting all kind of INDOOR and OUTDOOR games, Later they will be posted in all users TIMELINE page. Also we introduced scoreboard website, all kind of games score will be checked to current update. Chat page will be helpful for easy way of communication between the all user friends, academy and trainers.

Keywords:

ADT	Android Development Tool
API	Application Programming Interface
AVD	Android Virtual Device
CPU	Central Processing Unit
CSS	Cascading Style Sheets
HTML	Hyper Text Markup Language
IDE	Integrated Development Environment
J2SE	Java Platform, Standard Edition

OS

Operating System

SD

Secure Digital

SDK

Software Development Kit

XML

Extensible Markup Language

I INTRODUCTION

This is an android application which is named as “Gamester” that generally used for connecting different sports personalities through notifications.

Here we are connecting various Sports Academy, Institutions, Organizations and Physical Trainers. Specially, this application is used for getting prior information about UPCOMING SPORTS EVENTS through notifications for individual users. And also we are separately exposing their TALENTS and CERTIFICATIONS through profiles. Here we also can be able to view all sports score updates. We can also make a friendly match between our colleague, street boys etc., through MAKEMATCH module. Also we can able to contact any of academy or trainers by chatting.

II. RELATED WORK

Starting Mobile Application Development for E-Sports Portal:

Abstract Constant demand for mobile applications and relatively easy access to the market has been drawing developers into mobile application development. Derivco, a game development company initiated a website paper E-Sports Portal. In this paper, a mobile application is needed to be developed. Before jumping into developing, background research should be done in the area of software engineering, different platforms and design principles. This literature review aims to

cover these areas in general and provide a starting point in developing mobile application.

Development of a location-based iPhone application for sport tracking:

This dissertation develops a location-based application for the Apple iPhone aimed specifically at runners called ‘Running Coach’.

While this paper is not directly concerned by the functionality of Running Coach, attention is paid to the iPhone SDK as a platform for developing such applications. A thorough literature review is included, covering the key aspects of developing mobile running assistants and the software development of Running Coach is documented. The paper provides extensions to the existing iPhone SDK to improve the effectiveness of the SDK for creating ‘Core Location’ applications – applications that use GPS to determine the geolocation of the user. These results are discussed and an evaluation of the results is presented of the respective Web pages. The traversed or visited pages are stored in buffer for future use, and the out-links of Web pages are stored to visit list in frontier.

Client-server chat application using encryption and decryption algorithm:

Instant Messaging has become an important means of communication between people around the globe, providing an alternative to telephone and email conversations. The number of users using Instant Messenger products has been increasing over recent years. Messenger services provide a perfect environment for private and personal chat. People of all ages log into messenger service or chat rooms to spend time chatting with known and unknown persons.

The aim of the paper is to develop a client server java chat application with security in mind.

The use of Encryption and decryption algorithm forms part of this paper where by messages exchanged between client and server are encrypted and decrypted with a symmetric private key. This paper overview that shows the structure of the paper design.

This paper also contains the literature review which has been categorized into historical and theoretical review. Most existing product such as

AOL, MSN, yahoo messenger provide their customers with a free instant messaging but over the past few years, their security has not been trusted. The theory or speculations that makes up the proposed system is elaborated most in the theoretical review of this paper.

Smart Messenger Notification:

Notice Boards are a common occurrence in institutions or organizations which occurs on a daily basis. Notice board is primary thing in any institution or organization or public places like bus stops, railway stations or parks etc. Current notice boards are updated manually which cause waste of resources like paper, printer ink, man power and also brings about loss of time.

Some of the schools and colleges are using programmable digital notice boards that require enough time and man power to change the notices every time as these boards need to be reprogrammed each time. This makes them inefficient for immediate information transfer. In this paper we have proposed a system which will enable people to wirelessly transmit notices on a notice board using arduino.

In this system only authorized people can give the notices. We can also make the system compatible with more than one wireless technology. In this paper, we have designed a smart notice board by which we can update the notice to be displayed from any part of the world in no time and it is advantageous during emergencies when we want to display alert messages or changed schedule speedily.

CRICBUZZ: (viewing scores and profile only about player)

The best Cricket App to follow Live Cricket and everything else related to Cricket.

- Superfast scores and commentary.
- Latest cricket news and editorials
- Schedules of upcoming matches
- Rankings, Stats and Records

FACEBOOK :(viewing profile details..)

- Face book requires a user's name and profile picture (if applicable) to be accessible by everyone.
- Users can control who sees other information they have shared, as well as who can find them in searches, through their privacy settings.

DREAM11:

(making live match on player with others)

- You will get playing11, best teams for dream11, real-time update of any match in dream11 and notification of any matches here.
- Newer update includes voting of captain choice and so many new features.
- This is basically cricket match information giving app.

III.PROPOSED SYSTEM

In common, social media’s are used for posting any real time events, comments, chats, advertisements and other promotion oriented messages which are send from its legal users.

Unlike a social media such as facebook, twitter And telegram, but our research have included events, comments, chats and created a separate application for sports personalities to expose their talents with various indoor and outdoor games.

A sport person may be in sports academy or a trainer or a player in this society, they can get awareness about sports events within their local or other locations take place.

By the use of this applications number of Olympic players will be grown and a new identification will be created for their sports carrier through this application.

Workflow Diagram:

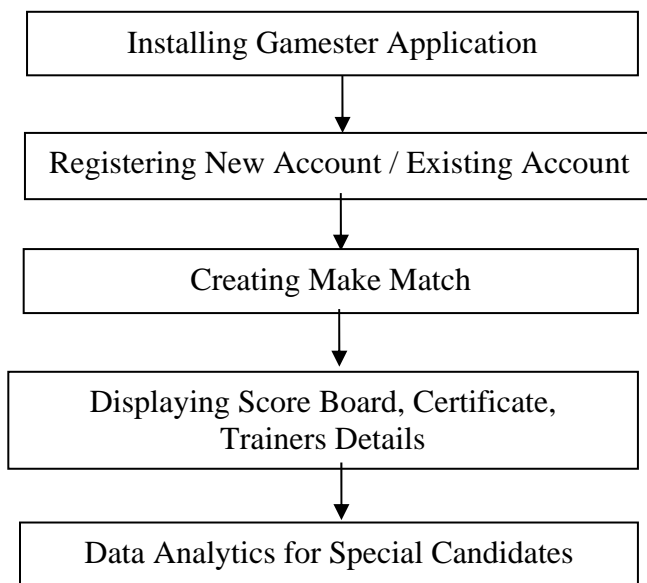


Fig: Workflow Diagram.

IV.IMPLEMENTATION & RESULTS

4.2.1. Splash Screen Module:

This is splash screen module which describes the name and logo of our “Gamester” application. It will be appearing about 4-6 seconds while enters into our application. Here the name “Gamester” defines about the Games and Olympic Candidates.



Fig: 4.2.1.1 Splash Screen.

4.2.2. Login / Signup Module:

This page is about Registration for new user and existing users. Here this paper can find about forgot password activity that if a user forgot his/her password while he/she press that activity the verification for new password activity will be send to his respective e-mail address which is get submitted.



Fig: 4.2.2.1 Login / Signup

4.2.3. Registration Module:

In this module, need to submit your personal bio-data. Also while registering your account it will be separately login your profile into categories as Player/Academy. Also here this module focus to get

registered with unique e-mail address and mobile number. After registering this entire field the account will be successfully created and get enters into home page.

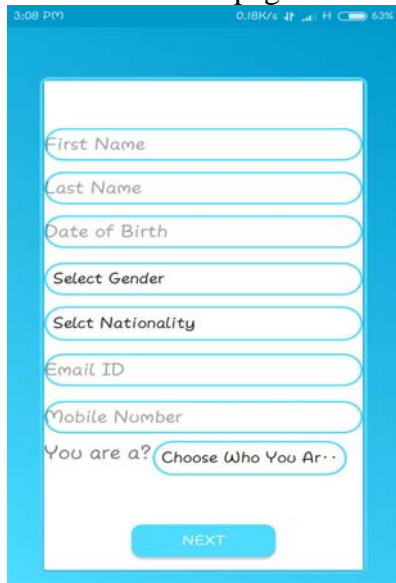


Fig: 4.2.3.1 Signup

4.2.4. Profile Creation Module:

In this profile page, it can add our sports certificates. Also different categories like friends, academy and trainers will be displayed and also change our profile picture in this page.

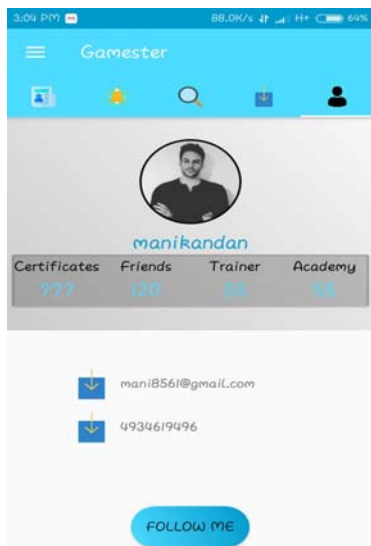


Fig: 4.2.4.1 Profile Page

4.2.5. Searching All Users Module:

Here search bar is used to find any of users, academy and trainers. Also easily make use to find friends here.

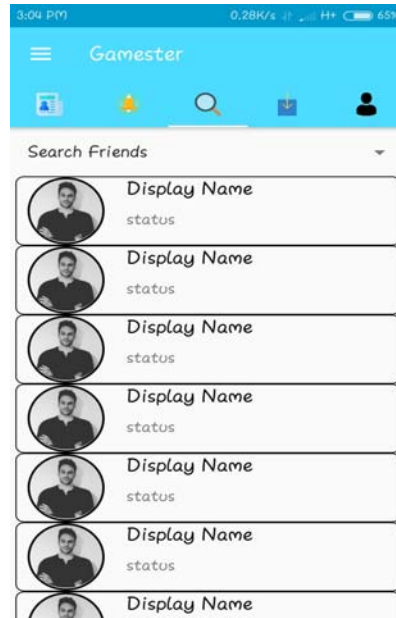


Fig: 4.2.5.1 Search Friends

4.2.6. Friends Module:

In this page our friends will be displayed. It's possible to send friend request, accept friend request, decline request in this page.

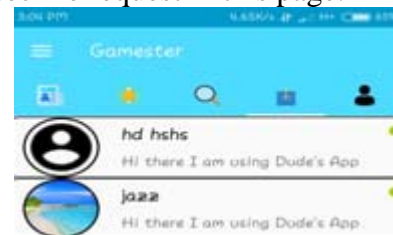


Fig: 4.2.6.1 Friends List

4.2.7. Notification Module:

This is our main page which gets any of fresh notification through our friends, trainers and academy. It may get all of sports event update through this page. Also we can share any of sports memory through our timeline. It will be displayed for our friend's timeline page.



Fig: 4.2.7.1 Notification page

4.2.8. Make Match Module:

In this special page we can able to make a group of members and make a friendly match between our friends or neighbor. This makes some of new friendly environment by connecting with few new sports persons.

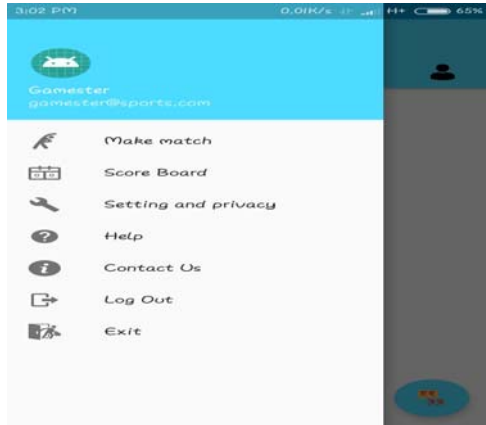


Fig: 4.2.8.1 Make Match

4.2.9. Scoreboard Fragment Module:

This is scoreboard activity which displays update of all sports from sportskeeda website. This is website which displays all of sports scoreboard.

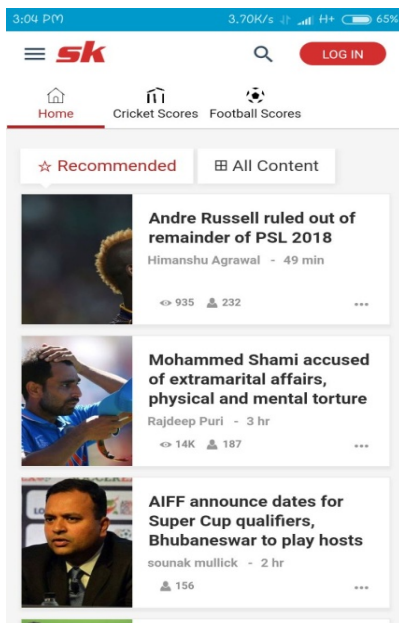


Fig: 4.2.9.1 Scoreboard Page

4.2.10. Logout Module

This is logout menu after completing our usage of application. It can get exit or able to logout our account through logout button.

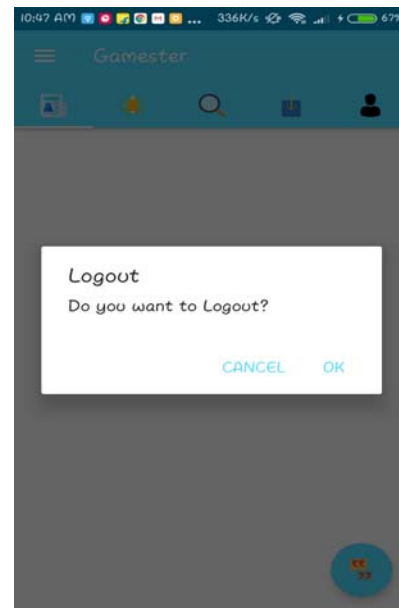


Fig: 4.2.10.1 Logout

VI. CONCLUSION

By the use of these application players will receive event notifications from academy or by a trainers based on the region what they have registered. In the same way, players can receive different region events with the help of their friends and trainers who are stay connected. On the other hand players can get opportunities to improve their carrier to become on Olympic candidates. In addition, sports coaches/trainers can get job in the different regions. This application is developed in the java programming Language by using Android Studio with IDE (Integrated Development Environment). In this paper have used firebase database for Database and Cloud Connectivity.

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