

PHCET FIFA E-SPORTS

Project presented under “**Mini Project**”

By

[1] Sanmesh Yashwantrao (51)

[2] Lokesh Shrikhande (40)

[3] Shivansh Mishra (26)

[4] Nishant Jadhav (13)

Class

TE-B

Project Domain

Web Application



Department of Computer Engineering

Pillai HOC College of Engineering & Technology

2019-2020

CERTIFICATE

This is to certify that the project entitled **FIFA E-SPORTS** from **Web Application** is a bonafide work of **Sanmesh Yashwantrao , Lokesh Shrikhande , Shivansh Mishra** and **Nishant Jadhav** studying in **TE-B** which is carried under “**Mini Project**”.

Head of Department

Dr. Ashok Kanthe

WDL Subject Incharge

Mrs. Rohini Bhosale

DBMS Subject Incharge

Mrs. Snehal Shinde

Project Report Approval

This project report entitled **FIFA E-SPORTS** from **Web Application** is done by **Sanmesh Yashwantrao , Lokesh Shrikhande , Shivansh Mishra** and **Nishant Jadhav** studying in **TE-B** is been approved which is carried under “**Mini Project**”.

WDL Subject Incharge

Mrs. Rohini Bhosale

DBMS Subject Incharge

Mrs. Sehal Shinde

Date:

Place:

Declaration

I declare that this written submission represents my ideas in my own words and where others' ideas or words have been included, I have adequately cited them and referenced the original sources. I also declare that I have adhered to the principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in my submission. I understand that any violation of the above will be cause for disciplinary action by the institute and an also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

SANMESH Y

Sanmesh Yashwantrao

LOKESH S

Lokesh Shrikhande

SHIVANSH M

Shivansh Mishra

NISHANT J

Nishant Jadhav

TABLE OF CONTENTS

Title

Page No.

1. Introduction
2. Software Requirement Specification
3. Implementation
4. Conclusion
5. Acknowledgement

FIFA E-SPORTS

1.Introduction

The project titled “FIFA 18 Player management system” is player management software for monitoring and accessing players based on their FIFA 18 PC/XBOX Game ratings. This project is developed using HTML, CSS and JavaScript for front-end and PHP, MySQL for back-end, which focuses on basic operation like adding a new player, new statistics, searching players with detailed information and edit as they grow their skills.

This project is a web based application designed and developed to help user’s access players and organize teams. This software is easy to use, and it features a familiar and well- thought-out attractive user interface, combined with strong searching, insertion, and deletion with procedure capabilities.

This project consists of player details, which describes about player biodata such as age and nationality. It also consists of player stats which describes about players technical skills. It also consists of tables containing details such as player earnings, club information and preferred position of playing. It also provide a strong searching, updating, deleting and inserting operations with a user friendly web based UI.

The project also helps the users to keep track of the player details in a computerized way without any trouble. The project contains **7 stored procedures** and **3 triggers** per table. Stored procedures are used in search engine. Every time the user searches through the database, a procedure is called and the results is collected and displayed for the user in a structured manner. It also has 3 trigger namely “Insert, Delete and Update” triggers assigned separately to each table. Whenever operations such as insert or delete or update is performed on any table, these triggers are automatically called, and the logs are captured into 3 separate tables, individually for each trigger. Hence use of triggers provides users to trace back all the latest as well as the oldest changes into any table at any point of time.

2. Software Requirements & Specifications

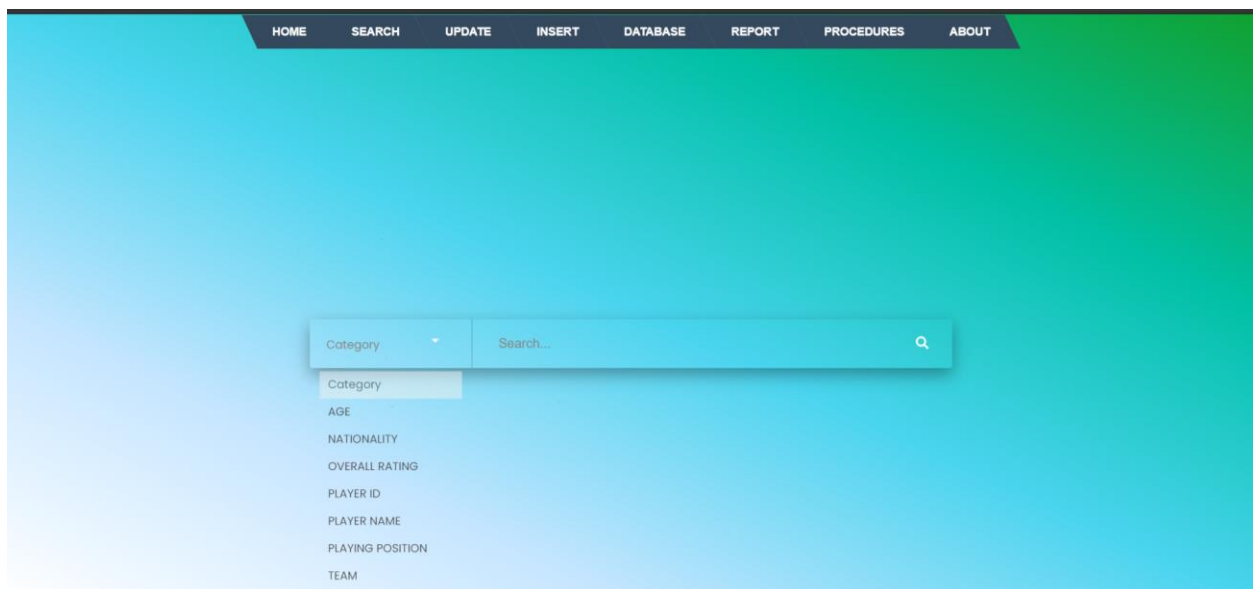
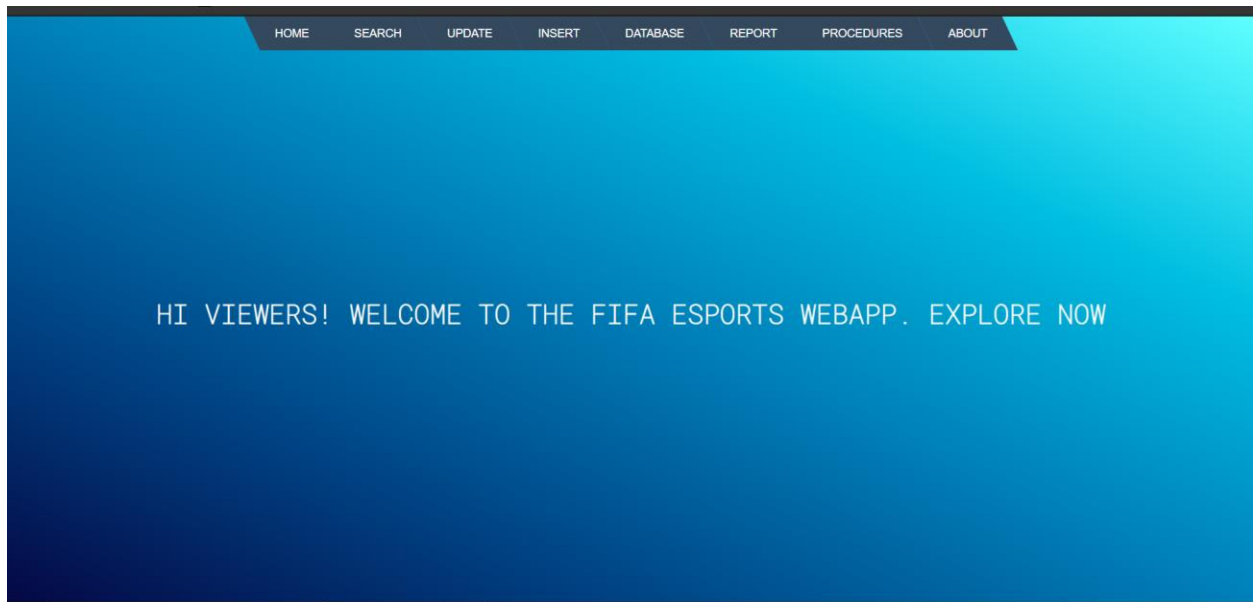
Software Requirements:-

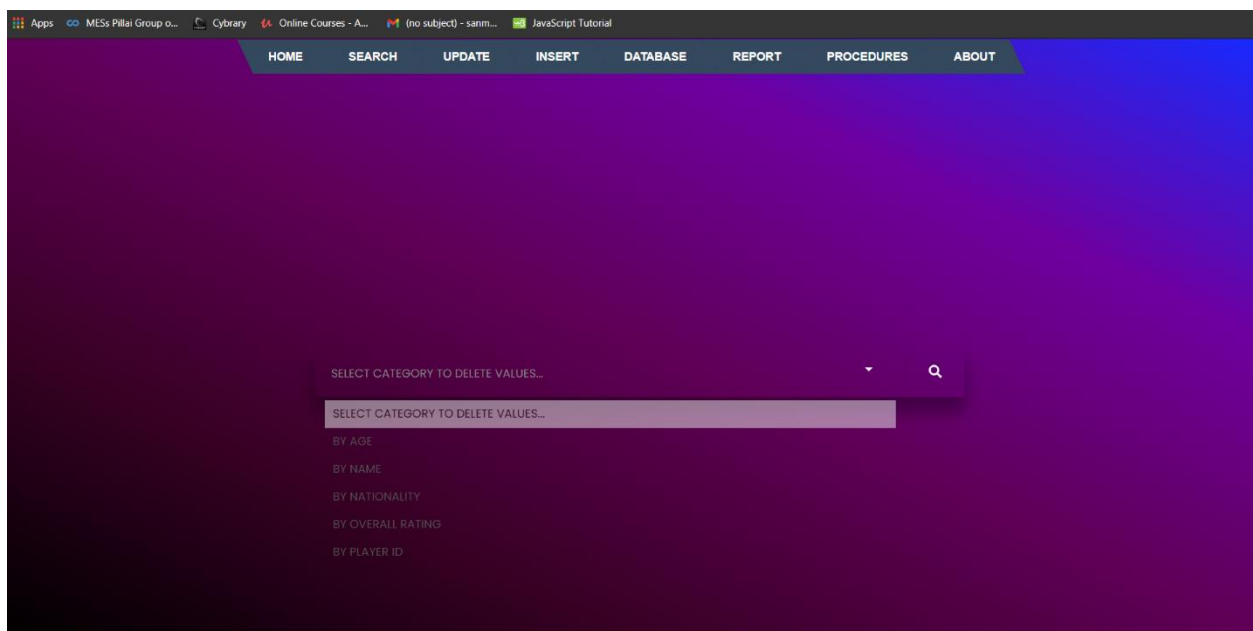
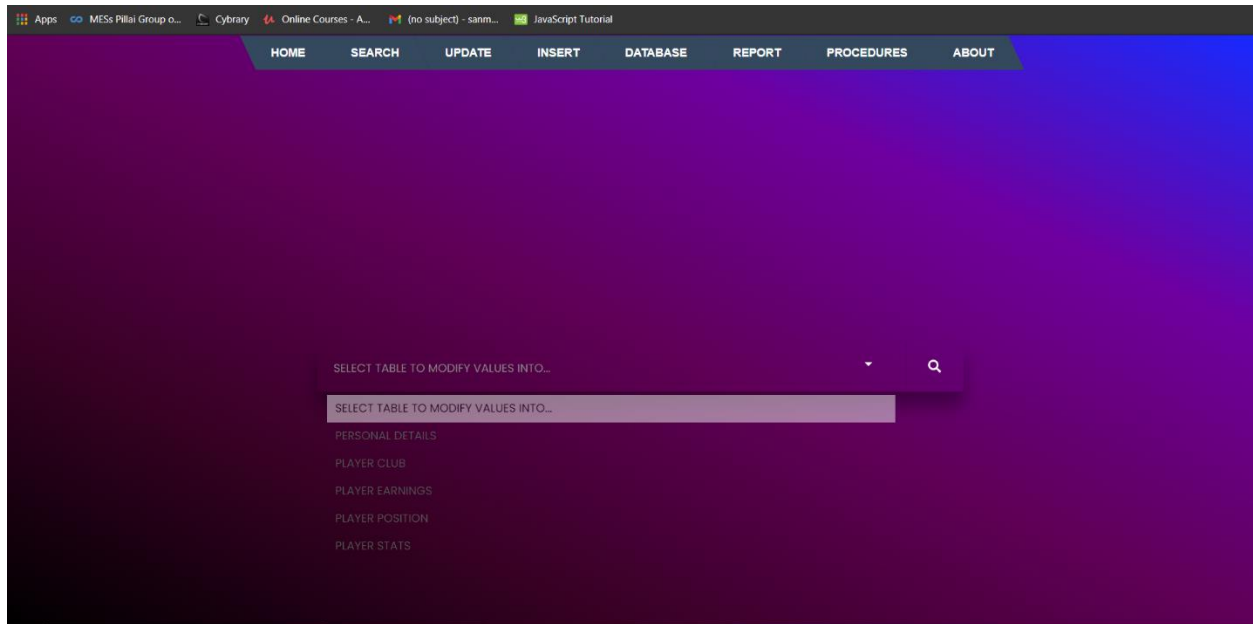
- ❖ Server: XAMPP
- ❖ Language : 1) PHP
 - 2) HTML 5
 - 3) CSS 3
 - 4) Javascript
- ❖ Database :- Mysql
- ❖ Code editor:- Visual Studio Code

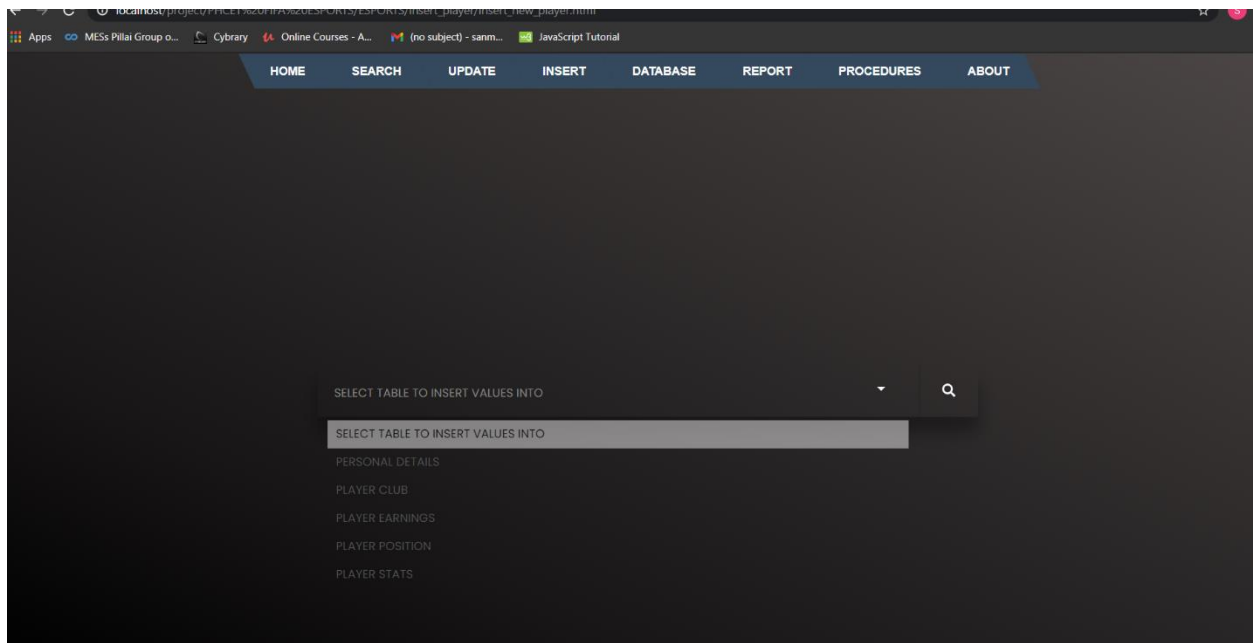
Hardware Requirements:-

1. 32/64-bit processor
2. i3 or greater intel processor chip
3. 1.7 or more GHz processor

3. Implementation







PERSONAL DETAILS				
PLAYER ID	NAME	AGE	OVERALL RATING	NATIONALITY
1000	SANMESH Y	20	94	INDIA
1001	SHIVANSH M	30	94	INDIA
1002	LOKESH S	25	92	INDIA
1003	AKSHAY T	30	92	INDIA
1004	ANIKET J	31	92	Germany
1006	BHAVESH Y	20	90	Spain
1007	AKSHAY M	26	90	Belgium
PLAYER POSITIONS				
PLAYER ID	GOALKEEPER	DEFENDER	CENTRAL-MID	FORWARD
1000	13	26	82	94
1001	6	45	82	94

Player ID	1015	Player Name						370	Player Position			6950000	
	1016	Player Name						325	Player Position			6650000	
	1017	Player Name						225	Player Position			38000000	
	1018	Player Name						110	Player Position			450000	
	1019	Player Name						214	Player Position			7000000	
	1020	Player Name						214	Player Position			7000000	
Player Stats													
Player ID	Acceleration	Balance	Ball Control	Crossing	Curve	Drizzling	Finishing	GK Kicking	GK Positioning	Penalties	Short Pass	Stamina	Strength
1000	89	63	93	85	81	91	94	15	14	85	83	92	80
1001	92	95	95	77	89	97	95	15	14	74	88	73	59
1002	94	82	95	75	81	96	89	15	15	81	81	78	53
1003	88	60	91	77	86	86	94	31	33	85	83	89	80
1004	58	35	48	15	14	30	13	95	91	47	55	44	83
1006	57	43	42	17	21	18	13	87	86	40	50	40	64
1007	93	91	92	80	92	93	93	8	8	95	96	70	85
Player Club													

1014	75	94	92	78	79	86	71	7	14	80	92	52	88
1015	93	65	87	87	86	89	87	11	5	76	86	76	80
1016	90	91	89	70	82	89	90	6	11	83	79	74	74
1017	88	64	57	58	60	58	33	2	4	50	59	68	91
1018	49	49	28	13	20	25	15	74	90	22	37	39	69
1019	88	85	93	89	88	92	85	4	5	86	83	83	85
PLAYER CLUB													
PLAYER ID	CLUB					PREFERRED POSITION							
1000	Real Madrid CF					LW							
1001	FC Barcelona					RW							
1002	Paris Saint-Germain					LW							
1003	FC Barcelona					ST							
1004	FC Bayern Munich					GK							
1006	Manchester United					GK							
1007	Chelsea					LW							

HOME	SEARCH	UPDATE	INSERT	DATABASE	REPORT	PROCEDURES	ABOUT
------	--------	--------	--------	----------	--------	------------	-------

INSERT TRIGGERS		
ID	ACTION	TIME
8	Inserted Successfully in PERSONAL DETAILS Table	2020-12-07 20:30:34
9	Inserted Successfully in PERSONAL DETAILS Table	2020-12-08 17:11:38
10	Inserted Successfully in PERSONAL DETAILS Table	2020-12-08 19:01:40
11	Inserted Successfully in PERSONAL DETAILS Table	2020-12-08 19:02:55
12	Inserted Successfully in PERSONAL DETAILS Table	2020-12-09 07:31:53
13	Inserted Successfully in PERSONAL DETAILS Table	2020-12-09 07:37:05
14	Inserted Successfully in PERSONAL DETAILS Table	2020-12-09 08:09:09

UPDATE TRIGGERS		
ID	ACTION	TIME
1	Updated Successfully in PERSONAL DETAILS Table	2020-12-07 20:48:39
2	Updated Successfully in PERSONAL DETAILS Table	2020-12-07 20:50:42

33	Inserted Successfully in PERSONAL DETAILS Table	2020-12-05 19:18:06
UPDATE TRIGGERS		
ID	ACTION	TIME
1	Updated Successfully in PERSONAL DETAILS Table	2020-12-07 20:48:39
2	Updated Successfully in PERSONAL DETAILS Table	2020-12-07 20:50:42
3	Updated Successfully in PERSONAL DETAILS Table	2020-12-08 09:30:19
4	Updated Successfully in PERSONAL DETAILS Table	2020-12-08 19:34:45
5	Updated Successfully in PERSONAL DETAILS Table	2020-12-09 07:41:48
6	Updated Successfully in PERSONAL DETAILS Table	2020-12-09 07:42:03
7	Updated Successfully in PERSONAL DETAILS Table	2020-12-09 07:43:35
DELETE TRIGGERS		
ID	ACTION	TIME
8	Deleted Successfully in PERSONAL DETAILS Table	2020-12-04 10:18:45
9	Deleted Successfully in PERSONAL DETAILS Table	2020-12-03 10:18:45

HOME

SEARCH

UPDATE

INSERT

DATABASE

REPORT

PROCEDURES

ABOUT

Category

Category

AGE

NATIONALITY

OVERALL RATING

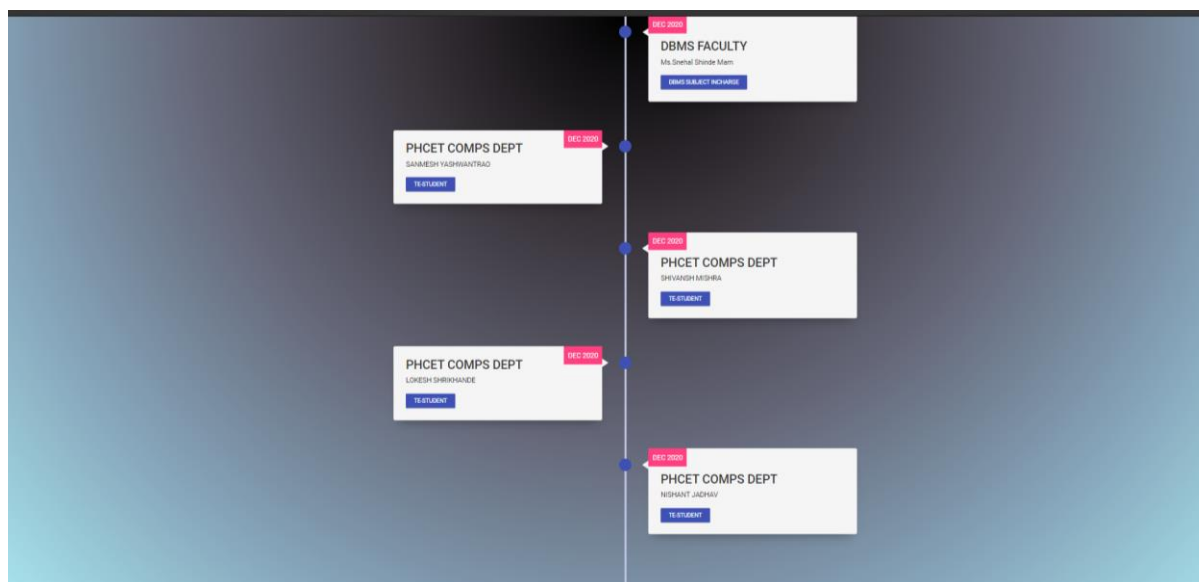
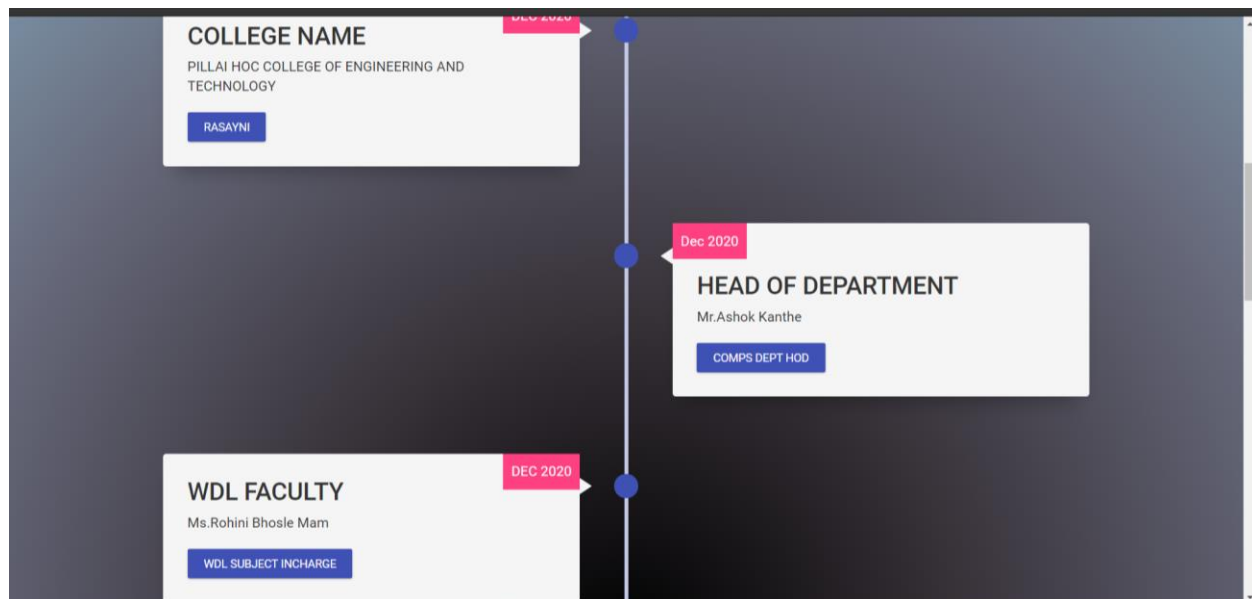
PLAYER ID

PLAYER NAME

PLAYING POSITION

TEAM

Search using stored procedures...



4. Conclusion

With FIFA E-SPORTS WEBAPP, an Institution or an esport gaming crew organization can maintain and store there players , trainies , coaches data as well as there statastics very easily with a FIFA E-SPORTS WEBAPP. It is also useful for institutions when the institution arrange there intra or inter college in door , outdoor competitons using FIFA E-SPORTS WEBAPP they can organize data of parcipants.

5. Acknowledgement

It is a privilege for us to have been associated with Ms. Rohini Bhosale , Ms Sneahk Shinde our guide, during this project work. We have been greatly benefited by her valuable suggestions and ideas. It is with great pleasure that we express our deep sense of gratitude to them for their valuable guidance, constant encouragement and patience throughout this work. I am also indebted to Dr. Ashok Kanthe (Head of Department of Computer Engineering), Ms. Rohini Bhosale(WDL Subject Incharge) , Ms. Snehal Shinde(DBMS Subject Incharge) for extending the help to academic literature.

We take this opportunity to thank all our classmates for their company during the course work and for useful discussion we had with them. We would be failing in our duties if we do not make a mention of our family members including our parents for providing moral support, without which this work would not have been completed.

Submitted By:-

Sanmesh Yashwantrao

Shivnash Mishra

Lokesh Shrikhande

Nishant Jadhav

