BORANG PENGESAHAN STATUS TESIS

JUDUL: EG Sport Tournament Management System

SESI PENGAJIAN: 2005

Saya INTAN IZLINA BTE ABDUL RASHID
(HURUF BESAR)

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^ Tesis dimaksudkan sebagai Laporan Projek Sarjana Muda (PSM)
EG SPORT TOURNAMENT MANAGEMENT SYSTEM

INTAN IZLINA BTE ABD RASHID

This report is submitted in partial fulfillment of the requirements for the Bachelor of Computer Science Technology (Software Development)

FACULTY OF INFORMATION AND COMMUNICATIONS TECHNOLOGY
KOLEJ UNIVERSITI TEKNIKAL KEBANGSAAN MALAYSIA
2005
DECLARATION

I hereby declare that this project entitled

EG SPORT TOURNAMENT MANAGEMENT SYSTEM

is written by me and is own effort and that no part has been plagiarized without citations.

STUDENT: ___________________________ DATE: __28/11/2005____
(INTAN IZLINA BT ABD. RASHID)

SUPERVISOR: ________________________ DATE: __28/11/2005____
(EN AHMAD FADZLI NIZAM B. ABDUL RAHMAN)
DEDICATION

Specially dedicated to
My beloved parents who have
encouraged, guided and inspired me throughout my journey of education
ACKNOWLEDGEMENTS

First and foremost, I would like to thank God, for letting me go through these two months of Project Sarjana Muda (PSM) with His blessings. Projek Sarjana Muda (PSM) is compulsory for a KUTKM student before being awarded the degree. Through this project, PSM will enhance the students’ ability and skills in literature research, ability to analyze problems in various views and able to propose alternative solutions or models, ability to manage and utilize available resources in accomplishing the project and present the output effectively.

It is my pleasure to take this great opportunity to thank all those who helped me directly and indirectly to accomplish this industrial training successfully. I would like to thank to my supervisor, En Ahmad Fadzli Nizam who has patiently guided me, for his advice, critiques and support. He always been very helpful and share his knowledge when the author encounter problem in the project.

My appreciation also goes to the staff of Unit Sukan Dan Rekreasi especially Mr.Razali Yaakob for their assistance and cooperation they gave during the PSM.

My sincere gratitude is extends to Pn Siti Azirah bte Asmai as my supervisor during PSM 1. And thank for her advice and support.

Finally it is also very important to thank my parent, FTMK lecturers, batch mates, fellow friends for their kind support, helps and advice. Their wise guidance and continuous encouragement are the main reasons for the success of this PSM.
EG Sport Tournament Management System is the project developed to fill the Projek PSM requirements. This system is standalone. It is management system for EG Game that organize by Institute of Engineers, Malaysia. This system developed especially for organizer that organize the tournament which consists of IPT’s in Malaysia. The main aim system is to make easier for organizer manage the tournament. Scope for this system, organizer register the team and game and after that the game scheduling will be generated. This system also provides SMS services where it will be send for each team manager as a reminder. This system actually using OOAD methodology as application method in proceeds the thesis. Beside that, from the research that I have done, there is some problem that happens in this system such as data redundancy for example. So with all chapter that we do, such as introduction, literature review, design and analysis, all the problem can be identify and this problem can be solved. The system that will be developed will help all users whether the customer or the administrator to do their task.
ABSTRAK

TABLE OF CONTENTS

CHAPTER 1
INTRODUCTION

1.1 Introduction 1
1.2 Project Background 2
1.3 Problem Statement 3
1.4 Objective 4
1.5 Scope 5
1.6 Project Significance 6
1.7 Expected Output 7
1.8 Conclusion 8

CHAPTER 2
LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction 9
2.2 Fact and Finding (basic on topics) 10
  2.2.1 Case study 1 10
  2.2.2 Case study 2 12
  2.2.3 Review of case studies 15
  2.2.4 Comparison of Current System and STMS For Organizer 16
2.3 Project Methodology 17
  2.3.1 Gathering the Data 17
  2.3.2 Specific Requirements 18
  2.3.3 Analysis Phase 18
  2.3.4 Interface Design 20
  2.3.5 Programming 20
2.3.6 Testing Process 20
2.4 Project requirement 21
   2.4.1 Software Requirement 21
   2.4.2 Hardware Requirement 24
   2.4.3 Other requirements 25
2.5 Project Schedule and Milestone 25
   2.5.1 Project Schedule 25
   2.5.2 Project Milestones 26
2.6 Conclusion 28

CHAPTER 3  ANALYSIS  29
3.1 Introduction 30
3.2 Problem Analysis 32
   3.2.1 Background of current system 32
   3.2.2 Problem Statements 34
3.3 Requirement Analysis 36
   3.3.1 Functional Requirement 36
      3.3.1.1 Scope 36
   3.3.2 Business Flow 38
   3.3.3 Use Case View 39
   3.3.4 Actors 39
   3.3.5 Use Case Description 40
   3.3.6 Interaction Diagram 49
3.4 Software Requirement 51
3.5 Hardware Requirement 52
3.6 Other Requirement 53
3.7 Network Requirement 54
3.8 Conclusion 55

CHAPTER 4  DESIGN  55
4.1 Introduction 57
4.2 High-Level Design 57
   4.2.2 Raw input/Data 57
   4.2.3 High-Level Logical View Architecture 57
      4.2.3.1 Static Organization 57
      4.2.3.2 High-Level Class Diagram 58
   4.2.4 User Interface Design 60
      4.2.4.1 Navigation Design 60
      4.2.4.2 Input Design 61
      4.2.4.3 Output Design 61
   4.2.5 Database Design 62
   4.2.6 Deployment View 63
4.3 Low Level Design 63
   4.3.1 Detailed Design 64
   4.3.2 Physical Database Design 64
4.4 Conclusion 64
CHAPTER 5  IMPLEMENTATION
  5.1 Introduction 89
  5.2 Software Development Environment Setup 90
  5.3 Software Configuration Management 90
    5.3.1 Configuration Environment Setup 90
    5.3.2 Version Control Procedure 92
  5.4 Implementation Status 94
  5.5 Conclusion 95

CHAPTER 6  TESTING
  6.1 Introduction 96
  6.2 Test Plan 97
    6.2.1 Test Organization 97
    6.2.2 Test Environment 99
    6.2.3 Test Schedule 100
  6.3 Strategy 101
    6.3.1 Classes of Tests 102
  6.4 Test Design 104
    6.4.1 Test Description 104
    6.4.2 Test Data 109
  6.5 Test Result/Analysis 112
  6.6 Conclusion 113

CHAPTER 7  PROJECT SCHEDULING
  7.1 Observation on Weakness and Strengths 114
  7.2 Proposition of Improvement 115
  7.3 Conclusion 115

REFERENCES 116
APPENDICES 117
<table>
<thead>
<tr>
<th>WORDS</th>
<th>FULL NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>EG</td>
<td>Engineering Game</td>
</tr>
<tr>
<td>IEM</td>
<td>Institute of Engineers, Malaysia</td>
</tr>
<tr>
<td>HTML</td>
<td>Hypertext Markup Language</td>
</tr>
<tr>
<td>PHP</td>
<td>Hypertext PreProcessors</td>
</tr>
<tr>
<td>SMS</td>
<td>Short Message Service</td>
</tr>
<tr>
<td>IPTT</td>
<td>Intitusi Pengajian Tinggi</td>
</tr>
<tr>
<td>ERD</td>
<td>Entity Relationship Diagram</td>
</tr>
<tr>
<td>STMS</td>
<td>Sport Tournament Management System</td>
</tr>
<tr>
<td>PSM</td>
<td>Projek Sarjana Muda</td>
</tr>
<tr>
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<td>Unified Modelling Language</td>
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<tr>
<td>KUTKM</td>
<td>Kolej Universiti Teknikal Kebangsaan Malaysia</td>
</tr>
<tr>
<td>OOD</td>
<td>Object Oriented Design</td>
</tr>
<tr>
<td>ISDN</td>
<td>Integrated Services Digital Network</td>
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<tr>
<td>OS</td>
<td>Operating System</td>
</tr>
<tr>
<td>OOAD</td>
<td>Object Oriented Analysis and Design</td>
</tr>
<tr>
<td>SAMSON</td>
<td>Sports Administration &amp; Management System On The Net</td>
</tr>
<tr>
<td>BMS</td>
<td>Business Management System</td>
</tr>
</tbody>
</table>
## LIST OF TABLES

<table>
<thead>
<tr>
<th>TABLE</th>
<th>TITLE</th>
<th>PAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.1</td>
<td>Review of case studies</td>
<td>15</td>
</tr>
<tr>
<td>2.2</td>
<td>Comparison of Current System and EG Sport Tournament Management System</td>
<td>16</td>
</tr>
<tr>
<td>2.3</td>
<td>Hardware Requirement</td>
<td>24</td>
</tr>
<tr>
<td>2.4</td>
<td>Project Milestones</td>
<td>26</td>
</tr>
<tr>
<td>3.1</td>
<td>Software Requirements for EG Sport Tournament Management</td>
<td>51</td>
</tr>
<tr>
<td>3.2</td>
<td>Hardware Requirements for EG Sport Tournament Management</td>
<td>52</td>
</tr>
<tr>
<td>3.3</td>
<td>Other Requirements for EG Sport Tournament Management</td>
<td>53</td>
</tr>
<tr>
<td>4.0</td>
<td>Data Dictionary for EG Sport Tournament Management</td>
<td>86</td>
</tr>
<tr>
<td>5.1</td>
<td>Configuration Environment Setup</td>
<td>90</td>
</tr>
<tr>
<td>5.2</td>
<td>Implementation Status Specifications</td>
<td>94</td>
</tr>
<tr>
<td>6.1</td>
<td>Test Organization</td>
<td>98</td>
</tr>
<tr>
<td>6.2</td>
<td>Test Environment</td>
<td>99</td>
</tr>
<tr>
<td>6.3</td>
<td>Test Schedule</td>
<td>100</td>
</tr>
<tr>
<td>6.4</td>
<td>Test Data</td>
<td>109</td>
</tr>
<tr>
<td>6.5</td>
<td>Test Result</td>
<td>112</td>
</tr>
<tr>
<td>FIGURE</td>
<td>TITLE</td>
<td>PAGE</td>
</tr>
<tr>
<td>--------</td>
<td>-----------------------------------------------------------------------</td>
<td>------</td>
</tr>
<tr>
<td>2.1</td>
<td>SAMSON website</td>
<td>10</td>
</tr>
<tr>
<td>2.2</td>
<td>BMS website</td>
<td>12</td>
</tr>
<tr>
<td>2.3</td>
<td>Overview BMS System</td>
<td>14</td>
</tr>
<tr>
<td>2.4</td>
<td>Flow of Project Methodology</td>
<td>21</td>
</tr>
<tr>
<td>3.1</td>
<td>As Is System Modeling for Current System</td>
<td>32</td>
</tr>
<tr>
<td>3.2</td>
<td>Overview of STMS for Organizer</td>
<td>35</td>
</tr>
<tr>
<td>3.3</td>
<td>Sport Tournament Management System for Organizer</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Business Flow</td>
<td>36</td>
</tr>
<tr>
<td>3.4</td>
<td>Global View of Use Case Model for STMS for Organizer</td>
<td>38</td>
</tr>
<tr>
<td>3.5</td>
<td>Use Case Diagram for Login</td>
<td>39</td>
</tr>
<tr>
<td>3.6</td>
<td>Use Case Diagram for General Information</td>
<td>40</td>
</tr>
<tr>
<td>3.7</td>
<td>Use Case Diagram for Team Registration</td>
<td>42</td>
</tr>
<tr>
<td>3.8</td>
<td>Use Case Diagram for Game Registration</td>
<td>44</td>
</tr>
<tr>
<td>3.9</td>
<td>Use Case Diagram for Scheduling</td>
<td>46</td>
</tr>
<tr>
<td>3.10</td>
<td>Interaction Diagram for Login</td>
<td>49</td>
</tr>
<tr>
<td>3.11</td>
<td>Interaction Diagram for General Information</td>
<td>49</td>
</tr>
<tr>
<td>3.12</td>
<td>Interaction Diagram for Team Registration</td>
<td>50</td>
</tr>
<tr>
<td>3.13</td>
<td>Interaction Diagram for Game Registration</td>
<td>50</td>
</tr>
<tr>
<td>3.14</td>
<td>Interaction Diagram for Scheduling</td>
<td>51</td>
</tr>
<tr>
<td>4.1</td>
<td>System Software Architecture Overview based on three tiers Architecture</td>
<td>57</td>
</tr>
</tbody>
</table>
4.2 The Static Organization for STMS
4.3 Class Diagram for Login
4.4 Class Diagram for General Information
4.5 Class Diagram for Team Registration
4.6 Class Diagram for Game Registration
4.7 Class Diagram for Scheduling
4.8 Class Diagram for SMS Reminder
4.9 Class Diagram for Marking
4.10 Welcome Menu
4.11 Login Menu
4.12 Organizer Registration form
4.13 Main Menu
4.14 Organizer Profile Menu
4.15 About Us Menu
4.16 Team Registration Menu
4.17 Message Box
4.18 Game Registration Menu
4.19 Game Scheduling Menu
4.20 SMS Menu
4.21 SMS Reminder
4.22 Game Scheduling
4.23 ERD for STMS
4.24 Deployment View for STMS for Organizer
5.1 Version Control Procedure
CHAPTER 1

INTRODUCTION

1.1 Introduction

Project Sarjana Muda (PSM) is one of the subjects for the course of Bachelor of Science Computer (Software Development). In this subject, Sport Tournament Management System for Organizer has been choosing and will be developed. The website to be referred in developing this system is www.php.net, which is one of the popular webs in the world of php.

After studied the current system, there are most of the procedure is manually from send the invitation letter to generate game scheduling. After invitation letter was send, feedback will be given that content all information about player and others. It only saves in diskette or other storage devices. If they want searching the data, they need analyzed conscientiously from one diskette to another diskette. This is so hard and wasting time. It also happens when insert information about games in the competition. Another that, storage devices will damage also is possible.
Another that, game scheduling also not detailed. This will difficult team manager if they facing with problem. The tournament will performed not well if problem like not punctual existing.

The main aim of EG Sport Tournament Management System is to manage the tournament become smoothly, well and efficient and it will be used by IPT that organized the tournament when the time has come.

1.2 Project Background

Engineering Games (EG) is an annual game organized by this Institution of Engineers, Malaysia (IEM), participated associations and selected IPT as host. The institution is one of the few professional engineering institutions in the world, which represents all disciplines of the profession, and is thus able to take a broad view of the professional scene.

The current system has many problems such as not efficient, insecure data, increasing cost and others. To solve the problem, this system called as EG Sport Tournament Management System was build. It is an online system and will be using by IPT that manage the tournament especially admin.

Globally, this system has general information about EG such as history, EG song, objective and other related with EG. The main function of this system begins with send invitation letter for all IPT that participate in EG to generate game scheduling that have all detailed information. It will be easy for team manager when they facing any
problem when the tournament operation. This system also provides SMS service to remind each team manager.

1.3 Problem Statement

EG Sport Tournament Management System is being developed to replace the previous system that is manual system and also to reduce the problem that have been faced by the system’s users. There are some problems that have been capture and identified such as stated below:

a) Non-systematic management when all management is manually. There are a lot of disadvantages and problems.

b) Data is not insecure. In manual system, papers and forms are being used to record and save the related data of the tournament. The used of the papers and forms doesn’t guarantee the data security. This papers and forms could be missing, misplaced or damaged. Storage devices also can be possible damaged or missing. Meanwhile the system kept all the data in the system data that cannot be access or modified by other users beside the authorized user.

c) Late get information whether IPT that organized or IPT that invited. This will make the tournament performance not smoothly and well.

d) Some IPT will participate when the tournament performed. Many invitations letter traditionally and increased cost for from buy envelope, stem and delivering.
e) Time usability. The manual system always took a long time to accomplish each task.

1.4 Objectives

The objectives of the Sport Tournament Management System are as stated below:

a) **Provide SMS service to remind each team manager every morning an hour before game beginning.**
With these services, not punctual probably no more existed. Complete information also provided in SMS that will be sent for each team manager.

b) **To make easier the management make team and game registration.**
Easier for the management to update or search certain data. They no need to search from one file to other file or from one diskette to other diskette.

c) **To provide a secure management system by using a user authentication.**
All the data saved will be more safety. Problems like lost, damaged and updated by unauthorized user no more existed.
1.5 Scope

The EG Sport Tournament Management System is one system to easy tournament management process. To build this system, php as scripting language will be used and MySQL/PHPMy Admin as database. This system will be used by organizer which means IPT that involved in EG Game. Sport Tournament Management System for Organizer will provide general information about EG Game, team and game registration and one way SMS service.

In game registration, only seven games are competing consists of basketball, volleyball, table tennis, soccer, netball, chess and badminton. There are two factors to determine which games in the competition that is sport tools and the venue of the event. After both factors had been passed in examination, the team management will register those games.

This system also produce auto generate game scheduling which team management only can save and print out it to contribute for each team manager. Only authorized user with correct username and password can add, delete and modified data in database.

EG Sport Tournament Management System provide a quick search for data by entering the data keyword and system will access in display data in a few seconds.
1.6 Project Significance

The significant of EG Sport Tournament Management System is to make easier for team management of IPT that responsible manage the tournament. This include send invitation letter for all IPT which participate in Engineering Game (EG) via email. With this way, information was send will be received immediately by receiver and feedback will be given faster than traditionally.

EG Sport Tournament Management System also provides general information about EG. This is important for IPT know more detail about EG. Another that, EG Sport Tournament Management System can save all the data safety. Unauthorized user not allowed to access this system, so, the entire data guarantee safe, not missing and in the right place.

With this system, team management no need produce game scheduling where this system will generate who versus whom. Team management can save and print it to give for each team manager. In this game scheduling, have all information such as venue, person in charge, contact number and so on. When team manager have a problem, they know the person to refer and contact.

EG Sport Tournament Management System will remind each team manager before game beginning via SMS an hour every morning. SMS will be given content information like venue, time and versus whom. With this, the tournament will function smoothly without any reason.
1.6 Expected Output

The purpose of EG Sport Tournament Management System is to help team management performs the tournament. After the EG Sport Tournament Management System is fully developed, it will enable:

a. In general information function, all information related with EG provided such as history, establishing objectives, theme song and others. With this, team management will know what actually EG and will be performed well and efficiently.

b. For team registration, each university may send maximum of three teams for each category. Once invitation letter sent for each IPT, feedback will be given with all information that needed. For example, list of player name, game, team manager and so on. After all the information received, it will be inserting in this system and save in database.

c. For game registration, extra information such as venue, date, start time, game period, person in charge and so on will inserted and save in database.

d. Game scheduling will be printed out after team and game registered by team management. Extra information such as person in charge, date, time, referee, contact number, venue and other related also included in game scheduling.
e. SMS functions which allow perform effective and low cost management to inform team manager every morning an hour before game start to remind about the matches; versus whom, what time it took and the venue.

1.7 Conclusion

For the conclusion, the online EG Sport Tournament Management System that will be developed will give benefit to the users especially in the tournament management.

This system will meet all the user requirements and can be systematic system. This system also replaces the previous system that is a manual system that uses a lot of papers and form and also files system. There are a lot of risks of losing data when using manual system. This online system also can give the secure to the data an only authorized user can access the data.

Hopefully, the expected output of this system will avoid all the problems that the user manual faced before with upgraded the management system registration and scheduling.
CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

In order to develop a successful EG Sport Tournament Management System, current system and other management are studied. Two samples management system from Internet that doing the same EG Sport Tournament Management System are searched and analyzed. Studies of these systems are significant to develop a valid, reliable and efficient system.

This chapter also describe the methodology will be used. EG Sport Tournament Management System will be using Object Oriented Analysis and Design (OOAD) methodology. Methodology is very important in developing the web based system. Choosing a right methodology will help to produce a better quality product, in terms of documentation standard, acceptability to the user, maintainability and consistency of software.
Meanwhile, project methodology can properly refer to the theoretical analysis of the methods appropriate to a project or to the body of methods and principles particular to a branch of knowledge. Methodology also will ensure that user requirements are completely met and also help the development of project by giving better control of project execution.

2.2 Fact and Finding


SAMSON is an administration and communication network application that is specifically designed to meet the needs of sport. It is specifically configured for each sporting organisation and operates primarily within the organisation’s intranet.

Figure 2.1 SAMSON website