BUZZ PLAY

[1]Karan Patel,[2]Parth Patel,[3]Shail Patel
[1]Bachelor of Engineering,[2]Bachelor of Engineering,[3]Bachelor of Engineering
[1]Department of Computer Engineering,
[1]Sal Institute of Technology & Engineering Research, Ahmedabad,India

Abstract:For all the sport enthusiasts out there, "BuzzPlay" is the new age interactive App. that provides an environment to find and connect with other players. It gives you the info about every local outdoor sports events as well as online gaming events. The players individually register themselves and the captain creates the rest of the team. Once a team is formed, they can challenge other teams in their respective regions & all players of both the teams shall be notified of the same. This app also generates the statistical data about the players as per their previous achievements.

Keywords **- Tournament, News, Live Score, Player Statistics, Team.**

I. INTRODUCTION

The proposed of this application is promote local players and provides news of tournament held near by them. Also provide e-sport news and they also can communicate with other players near them. This application also give a great exposure to local tournament organizers. Players have personalized statistics to find out the way to improve their game.To provide better communication between players and teams. Provide more filters to find teams and player to march. The app provide news of tournament that holds near users. And give notification at the day of match.

The main purpose of this app is to promote local players and local sports. Through Buzzplay player can communicate with different players. Player create and find team for match. User also register as a tournament organizer who create a tournament and get announcement of it. Buzzplay also provide e-sport news for e-game players. User find players and team for joining. Buzzplay provide notification to players of team when they have match.To provide better communication between players and teams. Provide more filters to find teams and player to march. The app provide news of tournament that holds near users. And give notification at the day of match.

II. LITERATURE SURVEY

Prior state of art reveals that few works have been done in the area of Buzz Play.

Anthony L. Sabaliauskas.[1]has proposed to a technique which is known as “Automated universal tournament management system”. This method provides the universal way to manage tournament but has a drawback like we can not insert data in midway of implementation. Buzz Play provide a method in which user can insert data until phase 1 of tournament is not completed.

Jose A. Sanchez.[2]In their paper publish about of this invention is to change and add to the way fantasy sports games are played by creating an online, virtual live interactive video game that uses fantasy sports statistics as its scoring database system and provides live worldwide communication and competition.The paper states a method to implement and create a virtual scoreboard. But this has limitation of on for a special league and also need website fetch data. Buzz play application provide tournament management to insert score through application so application not need any kind of website to fetch data. And buzz play has no limits of special league or a particular league.

Bivens, Rena K..[3]has also proposed a work which is known as “A review and model of journalism in an age of mobile media”. The technological convergence of mobile “phones” and multimedia has been taking place since the 1990s, but it was not until the commercial birth of touchscreen-enabled mobile devices, offered with flat-rate subscriptions for mobile internet, that widespread production and use of news-related content and services began to flourish. Accessing mobile news has gained traction in the everyday life of the public.The paper states a method to implement news in mobile application. But every time users not need all news but some particular news among them. Buzz play provide news according too selected sports which are selected by users.

Another work done by Charles D al[4]in this area is known as “Player-Centred Game Design: Player Modelling and Adaptive Digital Games”. This work We describe an approach to player-centred game design through adaptive game technologies [9]. The work presented is the result of on-going collaborative research between Media and Computing groups at the University of Ulster, and so we begin with a review of related literature from both areas before presenting our new ideas. In particular we focus on three areas of related research: understanding players, modelling players, and adaptive game technology.The paper states a method to implement to create and update player statistics of players in database. But limitation of this paper states that its implements and update data which is the result of research between media and computing group. So data is not that recent or current. Buzz play update player statistics while on going match so it’s current live.

Jennifer Brown.[5]discussed some key points similar to our work which he named as "Centralized billing credit system utilizing a predetermined unit of usage".Over a quarter-century of match-level data are used to examine the effect of managerial change on team performance in English (association) football, using ordered profit regression. On average, teams that changed their manager within-season are found to under-perform over the following 3 months.The paper states a method to implement for management of team. But limitation of this paper is that we have to inform all players manually. Buzz play provide notification to all players by it self.

III. FLOW OF IMPLEMENTATION

3.1Proposed Technique

In order to demonstrate the project we will create an mobile application.
The user first sign in to the application. Buzz Play give an option to select sports user like or use to play. So according to selected sport an app created a data base of user that can help to track in application,.

After login the application show the live score, news according to selected the sports. User create team and add players in team. After creating team, user search for tournament or opponent team. After find team and accept team for match all players for both teams will notified. For finding match the application provide filters like location, date, etc.

The user also create a tournament and the app will give exposer to the tournament. The app has a tournament management option. So the app sets matches and inform participated teams. Tournament organizer is add and manage scorecard.

The tournament management system[6] work with brackets. The bracket size can be like 2, 4, 8, 16, 32, etc. so it can be like power of 2 so it go in brackets like below. In below formula the person can be person or a team.

size of bracket	*power of 2*	*number of rounds*
4 person	2 x 2	2
8 person	2 x 2 x 2	3
16 person	2 x 2 x 2 x2	4
32 person	2 x 2 x 2 x 2 x 2	5
64 person	2 x 2 x 2 x 2 x 2 x 2	6

3.2 Implementation Details

For the demonstration of the system, we will be creating a fully functional android application.

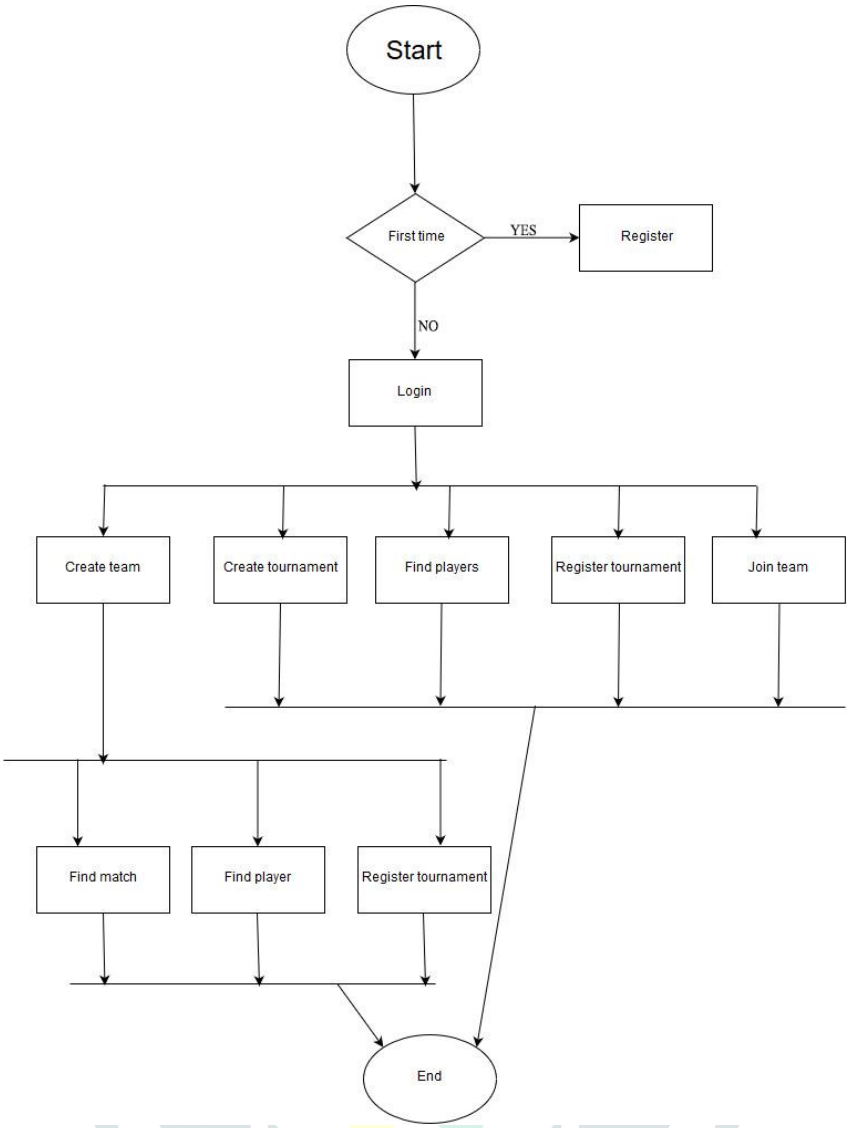

Figure 1 : Flowchart of system

The application would be made using Android Studio and MySQL.

For fetch data from server and set data and present it we use recyclerview and volly dependencies. Volly is use for retrieve data from servers using Json object. And Recyclerview is a way to represent multiple data at a time without right it again and again.

Volly dependency[7] :

```
dependencies {
   ...
   compile 'com.android.volley:volley:1.1.1'
}
```

Recyclerview [8]:

```
<android.support.v7.widget.RecyclerView
   android:id="@+id/my_recycler_view"
   android:scrollbars="vertical"
   android:layout_width="match_parent"
   android:layout_height="match_parent"/>
```

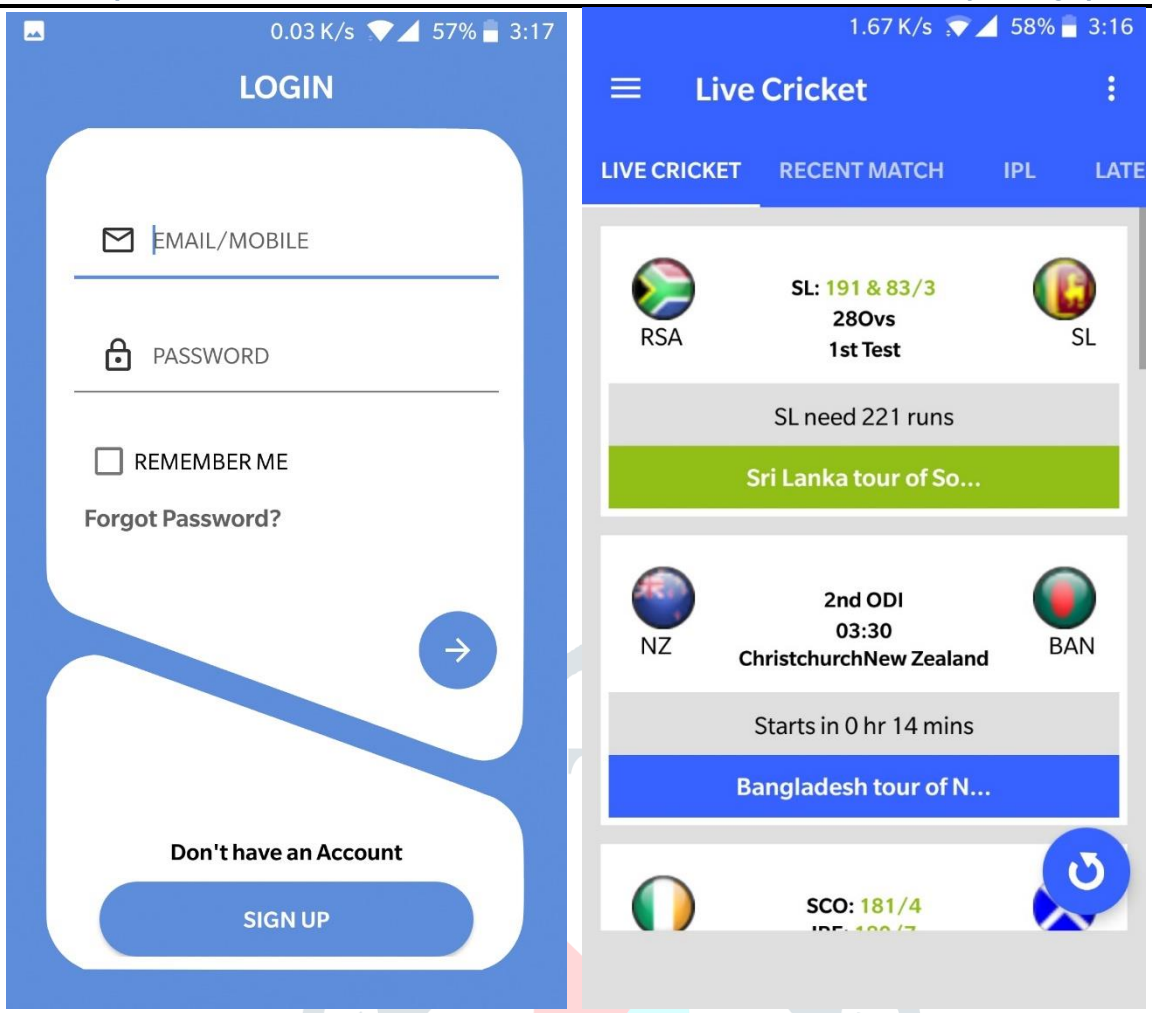

Figure 2 : Example of volley and recycler view

For a location based services[9],Android gives your applications access to the location services supported by the device through classes in the `android.location` package. The central component of the location framework is the LocationManager system service, which provides APIs to determine location and bearing of the underlying device (if available).

As with other system services, you do not instantiate a LocationManager directly. Rather, you request an instance from the system by calling getSystemService(Context.LOCATION_SERVICE). The method returns a handle to a new LocationManager instance.

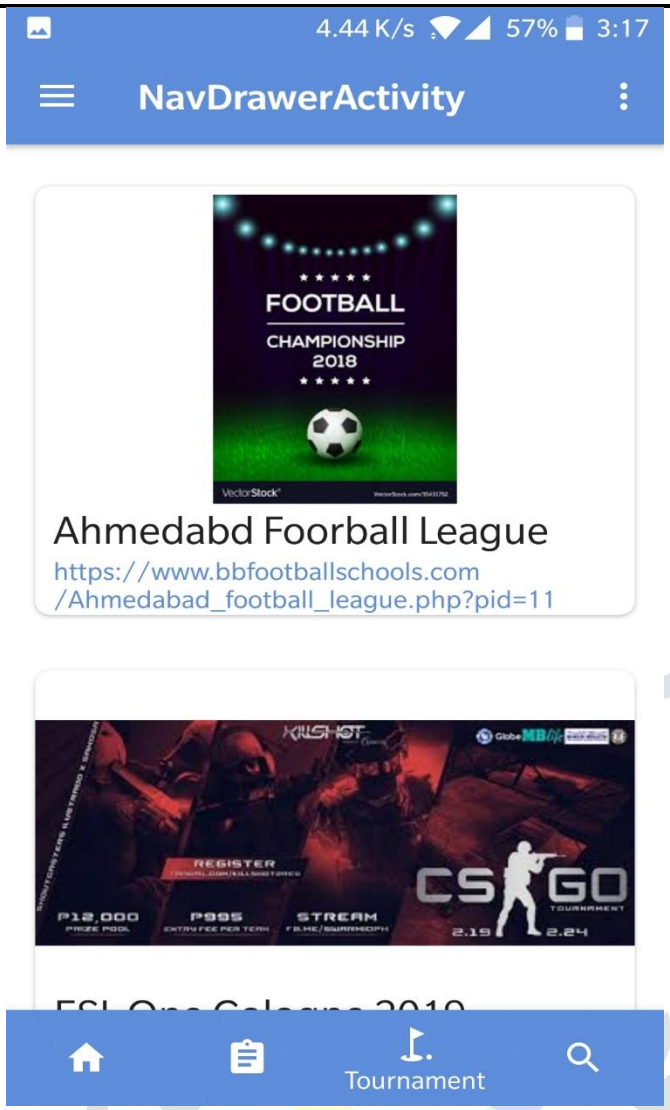

Figure 3 : Example of location based services

IV. TOOLS AND TECHNOLOGIES USED

Programming Languages: Android, JAVA, PHP
Database: MySQL

V. CONCLUSION

There is less communication between local players. Finding team , finding players and the news of tournaments are hard to find for local plyer. 80 percentage of e-sports players does not have any idea of tournament that held near them . So we are trying to provide e-sports tournament news to e-sports players.

This mobile application is very much helpful for any sport person. In this application first users will added sports which they play. According to sports we provide news to the users. Users also register as a tournament organizer and we also notified player about them tournament.

VI. REFERENCES

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