

# ONLINE TURF BOOKING SYSTEM

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# INTRODUCTION

The Turf Booking System is an easy to use for booking sports fields . IT helps players, Teams, and events organizers reserve turf, manage schedule, and make payments . With features like real time availability and secure transactions, it makes booking sports facilities simple and convenient for everyone

# ABSTRACT

The Turf booking System is a digital platform that simplifies booking sports fields for users and helps turf owners manage their facilities . it offers real time availability, secure payments, and automated notifications through user friendly web and mobile apps. With strong security and scalability, it enhances turf usage and improves the customer experience by automated the booking process.



# MODULES

## USER MANAGEMENT MODULE

### Functionality

- User registration and login (email, phone, or social media).
- Role – based access control (user, admin / manager).
- Profile management (update personal details, change password).

### Features

- Authentication (OAuth, JWT)
- Forgot password and account recovery

# TURF MANAGEMENT MODULE

## FUNCTIONALITY

- Add , update, and delete turf details (name , location , size ,price , photos ).
- categorize turfs by sport type (football , cricket , tennis ,etc.).
- Set availability schedules and pricing.

## FEATURES

- Turf Search and filtering (by location, sport, price, availability).
- Turf details page with reviews and ratings



# PAYMENT MODULE

## Functionality

- secure payment processing for bookings,
- management for cancellations,

## Features

- Integration with payment gateways (stripe, Razorpay, PayPal),
- Multiple payment options (credit/debit cards, UPI, wallets),
- payment history and invoices,

# MANAGER DASHBOARD MODULE

## Functionality

- Add turf and managing turfs.
- Monitoring bookings, payments, and revenue.
- Generate reports and analytics.

## Features

- Centralized control panel.
- Exportable reports (bookings, revenue, user activity).

# REQUIREMENTS

## SOFTWARE

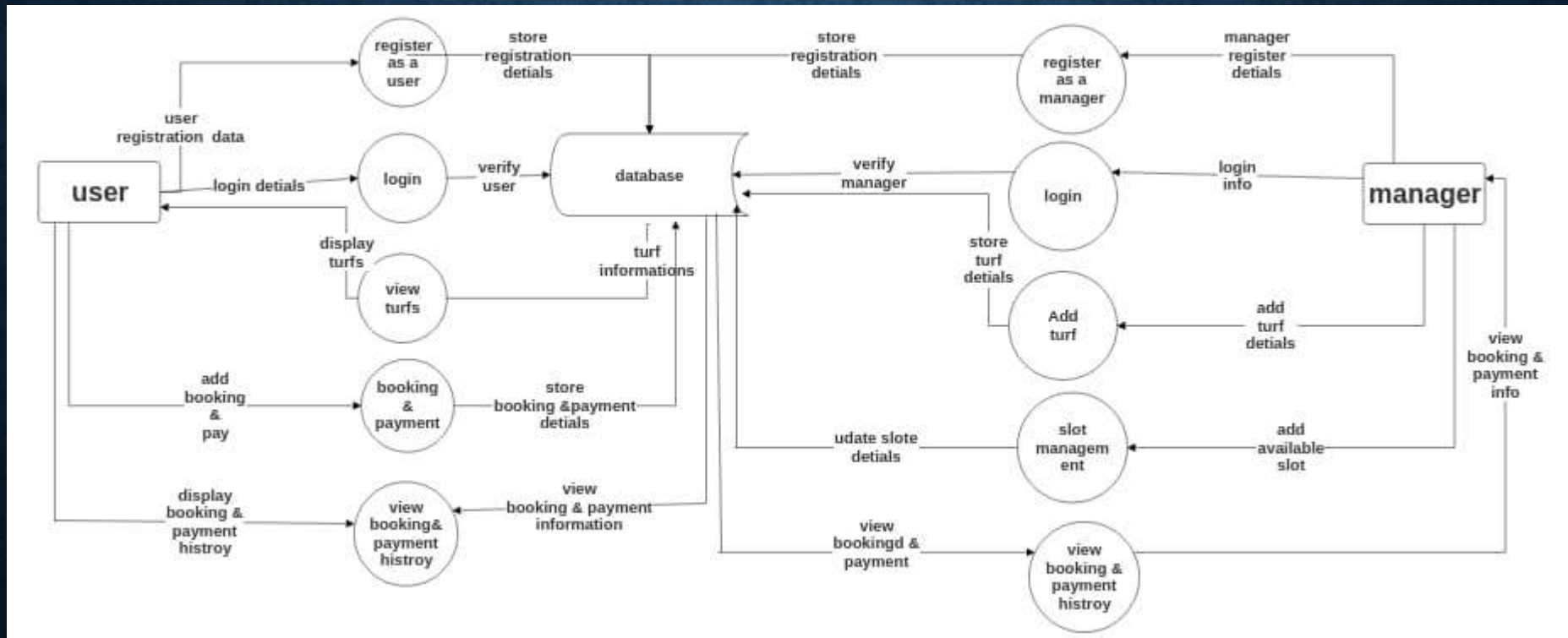
- Html
- CSS
- JavaScript
- My SQL
- Python(Flask)

## HARDWARE

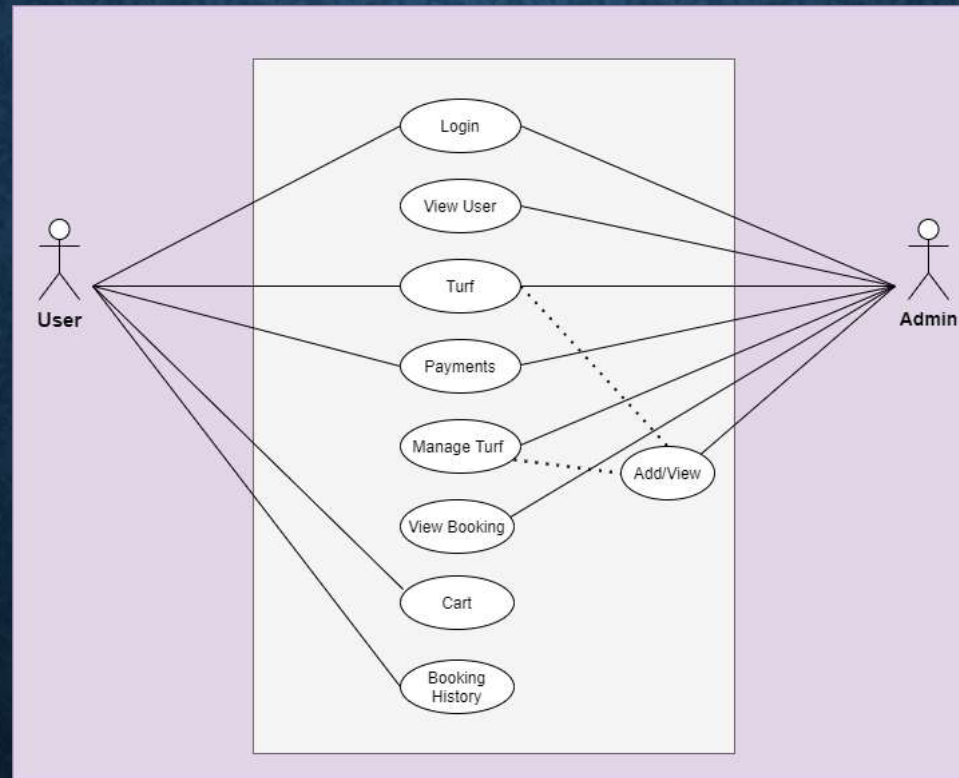
- 2.5GHz dual-processor
- 500 storage
- Server with 4 GB RAM
- Reliable internet connectivity



# DATA FLOW DIAGRAM



# UML DIAGRAM



# CODE

```
File Edit Selection View Go Run Terminal Help
password.html X
C:\Users> sanja > OneDrive > Desktop > geo site > password.html > ..
1 |!DOCTYPE html>
2 |html lang="en">
3 |<head>
4 |  <meta charset="UTF-8">
5 |  <meta name="viewport" content="width=device-width, initial-scale=1.0">
6 |  <title>user Set Password</title>
7 |
8 |</head>
9 |<body>
10 |  <div class="container">
11 |    <h1>Set Your Password</h1>
12 |    <form method="POST">
13 |      <div class="form-group">
14 |        <label for="password">New Password:</label>
15 |        <input type="password" id="password" name="password" required>
16 |      </div>
17 |      <div class="form-group">
18 |        <label for="confirm_password">Confirm Password:</label>
19 |        <input type="password" id="confirm_password" name="confirm_password" required>
20 |      </div>
21 |      <button type="submit" class="submit-button">Set Password</button>
22 |    </form>
23 |  </div>
24 |  {% with messages = get_flashed_messages(with_categories=true) %}
25 |  {% if messages %}
26 |    <ul>
27 |      {% for category, message in messages %}
28 |        <li class="{{ category }}">{{ message }}</li>
29 |      {% endfor %}
30 |    </ul>
31 |  {% endif %}
32 |  {% endwith %}
33 |</body>
34 |</html>

Ln 1, Col 1  Spaces: 4  UTF-8  LF  HTML
```



```
File Edit Selection View Go Run Terminal Help Search
manager_password.html
C:\Users\> nmap > OneDrive > Desktop > pro sivi > manager_password.html > ...
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6   <title> Manager Set Password</title>
7
8 </head>
9 <body>
10   <div class="container">
11     <h1>Set Your Password</h1>
12     <form method="POST">
13       <div class="form-group">
14         <label for="password">New Password</label>
15         <input type="password" id="password" name="password" required>
16       </div>
17       <div class="form-group">
18         <label for="confirm_password">Confirm Password</label>
19         <input type="password" id="confirm_password" name="confirm_password" required>
20       </div>
21       <button type="submit" class="submit-button">Set Password</button>
22     </form>
23   </div>
24   {% with messages = get_flashed_messages(with_categories=true) %}
25   {%- if messages %}
26     <ul>
27       {%- for category, message in messages %}
28         <li class="{{ category }}">{{ message }}</li>
29       {%- endfor %}
30     </ul>
31   {%- endif %}
32 {%- endwith %}
33 </body>
34 </html>
```

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Q Search

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# OUTPUT

## login

[forget password](#)

[Register here](#)

## Add Turf

Turf Name:

Turf Type:

Sport:

Turf Quantity:

Price:

Advanced Price:

Pincode:

# OUTPUT

## Register

Email:

Username:

phone:

Register





# CONCLUSION

- Online Sports Turf Playground Booking System this project Sends message reminders to managers and users whenever slots are booked, canceled or rescheduled.
- And your users can easily and securely authenticate themselves by linking their existing service by using a password.

**THANK YOU**