

**GOPLAY: AN APPLICATION WHICH HELPS SPORTS  
ENTHUSIASTS MAKE CONVENIENT RESERVATIONS ON  
SPORTS FACILITIES**

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## **Abstract**

Sri Lanka has several sports venues which are being used daily by sports enthusiasts and many attempts to make constant reservations on sports facilities as many difficulties arise when doing so. Therefore, due to the current manual reservation system available in the market, many sports enthusiasts and venue owners are struggling as addressed in many ways as stated in this project.

The aim of this project is to understand these barriers and to overcome by designing, developing and evaluating a solution which would benefit both users and sports facility owners. The purpose is to deliver an automated system which provides real time booking, convenience, recommendations based on previous bookings, points system for motivation, graphical representation for reservation statistics, etc.

Various methods and techniques were used to identify the gaps such as through a comprehensive literature review, observations, qualitative and quantitative interviews which were conducted to collect appropriate data. Furthermore, design principles, modern implementing technologies were used throughout the project.

GoPlay solution was evaluated by leading experts in the domain, technical experts with years of experience and users who make constant reservations which undertook a positive outcome and many suggestions were given to take better approaches in making future enhancements.

**Keywords – Data Mining, Business Intelligence, Sports, Booking System, Mobile Technology, Cloud Computing, Flutter, MySQL**