

Abstract

Project entitled "Android Based Scoring System for Archery Sport" is basically an interface to conduct and control archery sport tournament in an efficient way. The system provides two separate interfaces- an Android application and a Web interface. To interact between these two a wireless network connection is required.

Before commencing of a tournament a central referee configures the tournament using the web interface by entering various attributes. These include adding details of every participating archers, type of bows to be used, and assigning target-board with associated distances to archers. Besides these, number of rounds to be played and arrows to be shot per round are decided.

An Android device having the Archery-Scoring application installed is assigned to each target-board. The device is configured with wireless network. A referee is required to handle the operations of the application. After the archers complete a round of shooting the referee inputs their scores which get stored into the database at server.

The web interface facilitates audience with the scores of the archers in real-time. Besides this the central referee can generate different reports based on a distance and a bow type.