

Movie Theater Software Design

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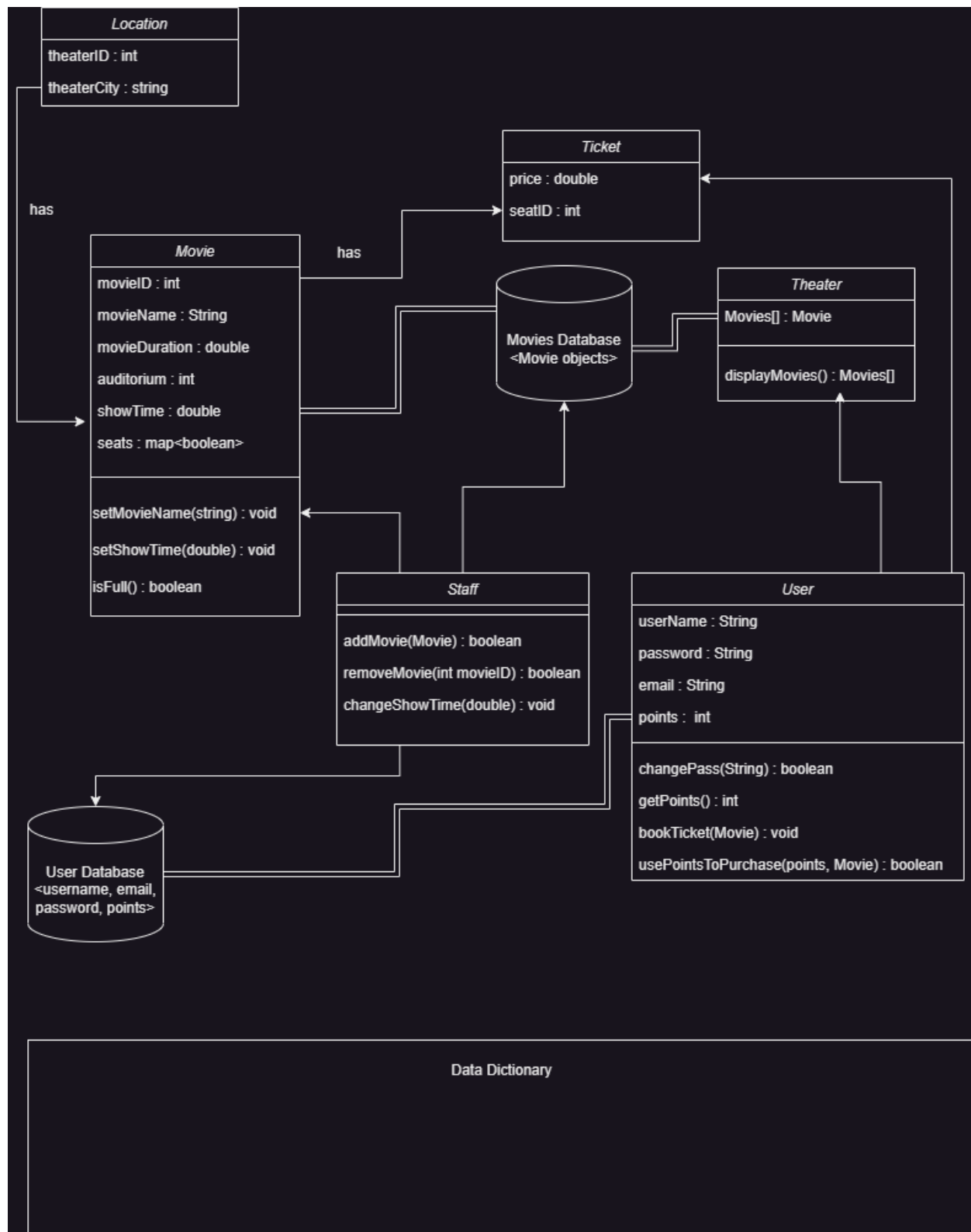
System Description

The movie theater software system is a fully integrated platform created to enhance the functioning of the theater. This system facilitates an effective and hassle-free process for customers to access different services. These services include:

1. Account: Customers can create accounts in order to have an easier experience when using the software as their information such as name, email, and credit card will be saved to their accounts.
2. Ticketing: Customers can purchase tickets online or at the box office using the software.
3. Reservations: Customers can choose to reserve seats for specific showtimes. The reservation system will make sure those seats are held until purchase.
4. Loyalty program: Users that join the loyalty program will have access to special offers and redeemable points on purchases.

Software Architecture Overview

- Architectural diagram of all major components
- UML Class Diagram
- Description of classes
 1. Theater
 2. Movie
 3. Ticket
 4. Staff
 5. User
- Description of attributes
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- Description of operations



* descriptions should be detailed and specify data types, function interfaces, parameters, etc...

Development plan and timeline

- Partitioning of tasks
- Team member responsibilities

Notes:

- to receive credit for the assignment, each group member must push at least one commit to the GitHub repository.