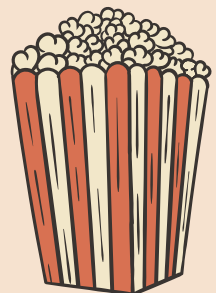


UML Project Overview Cinema Website

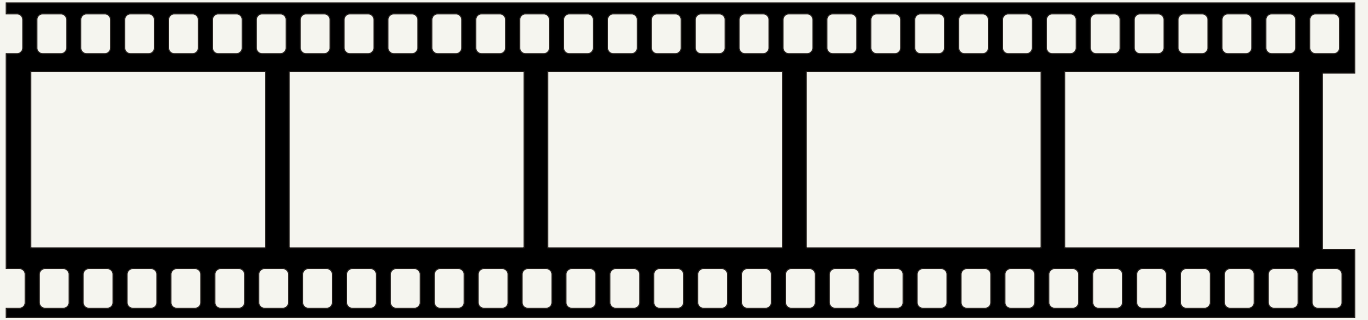


MEMBERS :

Louka Milan
Anis Dali-Ahmed
Kévin Trinh



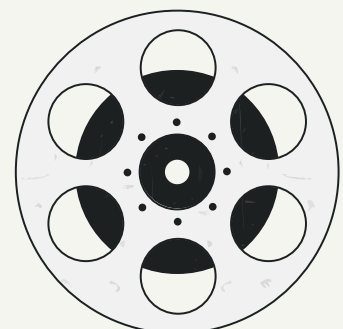
Topic Description



Our project is to develop a complete online platform for a cinema.

This platform must meet our vision for everyone, including users, administrators, and content managers. It will be able to have functionalities such as searching for movies, viewing current listings, booking tickets, in order to have an ergonomic platform for users. This is also the case for administrators, helping them in their film management.

We want to the seventh art more accessible !



Project Details

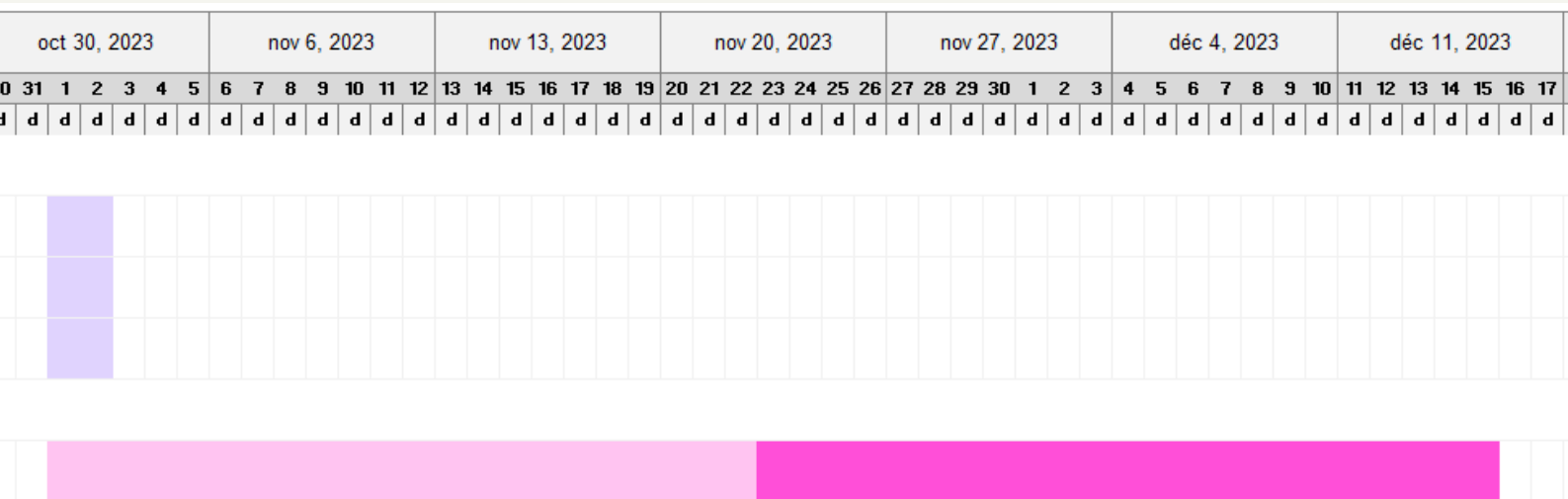
Our planning (GANTT Diagram)

This is our planning, with a division of tasks for everyone. It shows the title of every tasks, with the deadline and the tasks progress.

Here's how the tasks are presented

TASK	ASSIGNED TO	PROGRESS	START	END
Project description				
Define Project UML	Everybody	100%	11/1/23	11/2/23
Discuss about features	Everybody	100%	11/1/23	11/2/23
Define roles in the group	Louka	100%	11/1/23	11/2/23
Planning and design				
Create schedule (GANTT)	Kevin	50%	11/1/23	12/15/23

And how we see the progression.



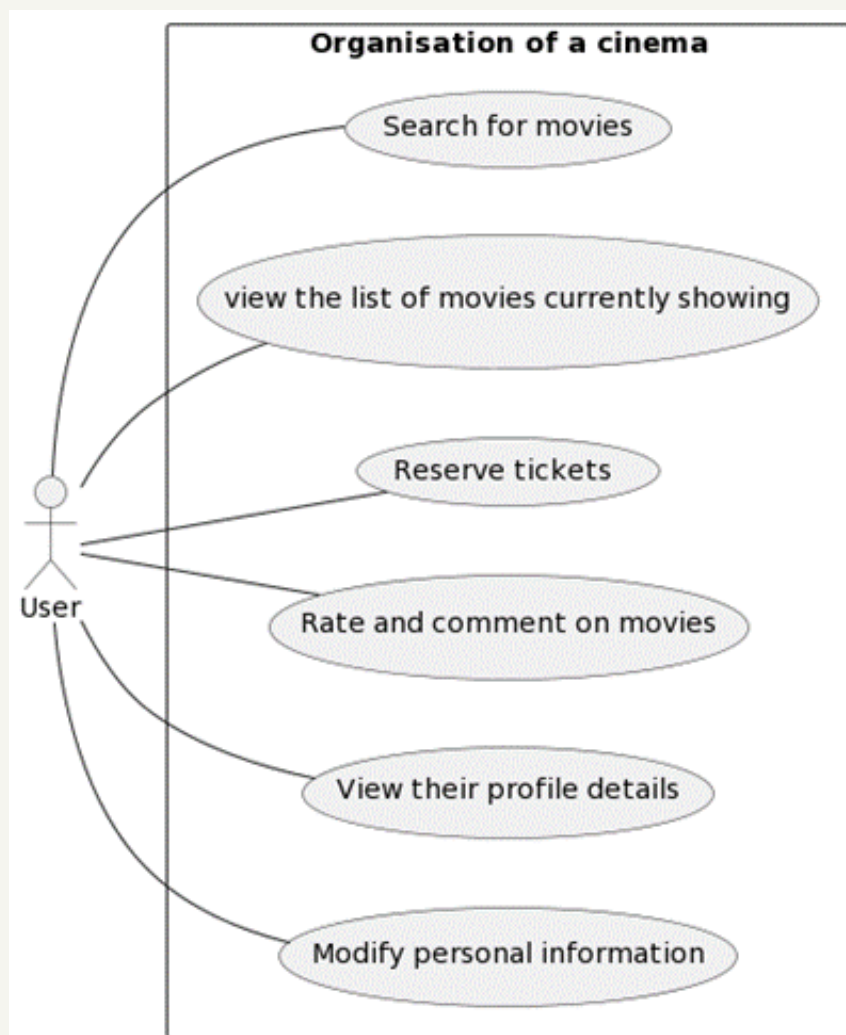
You can have more details of our planning in our github.

Use Case Diagrams

Here, you will see our reflection on scenarios in which our system interacts with people, organizations, or external systems

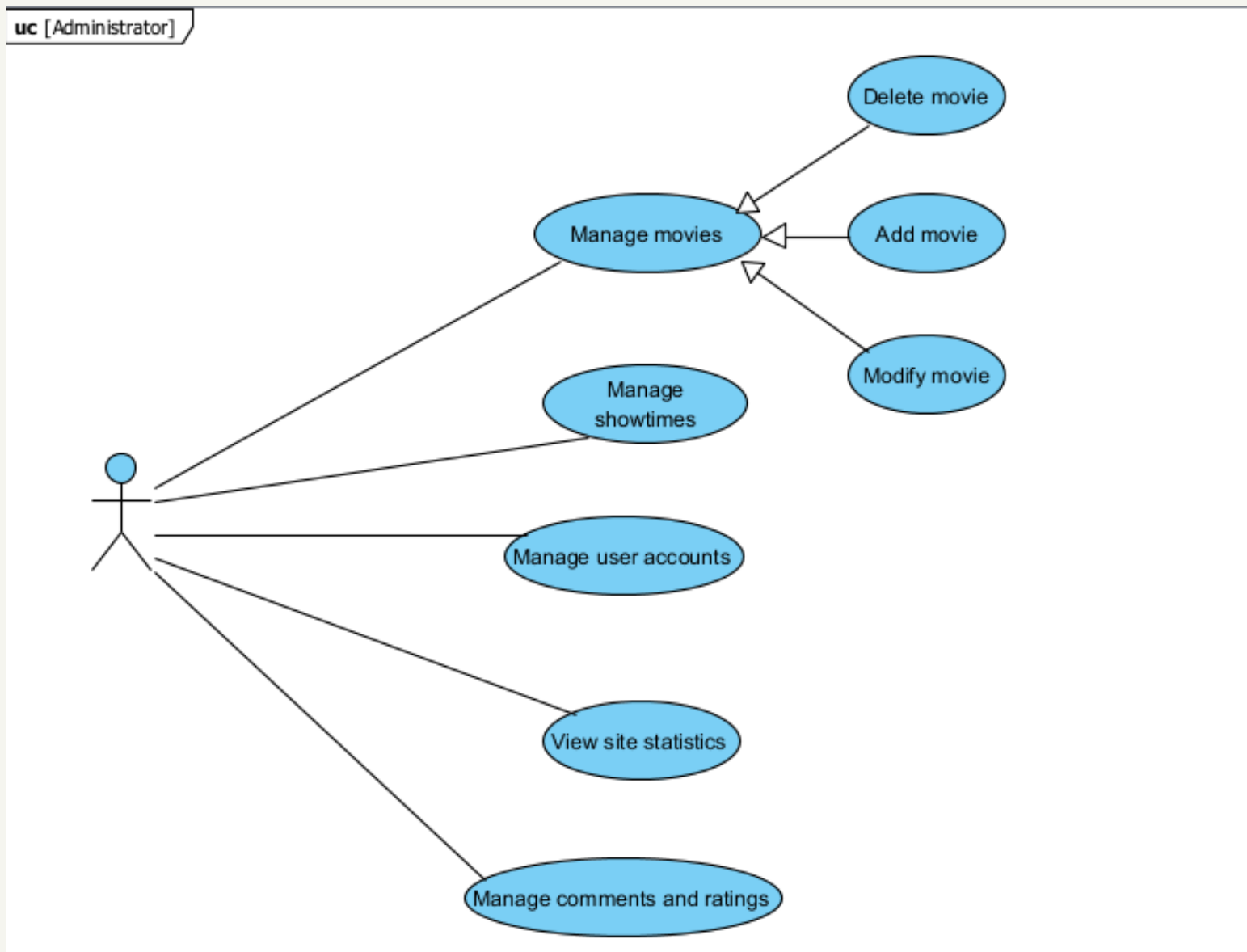
Use Case Diagram number 1: User (made by Louka)

Illustrations of the various interactions and actions that users can perform on the website including searching for movies, making reservations, rating movies, and managing their profiles.



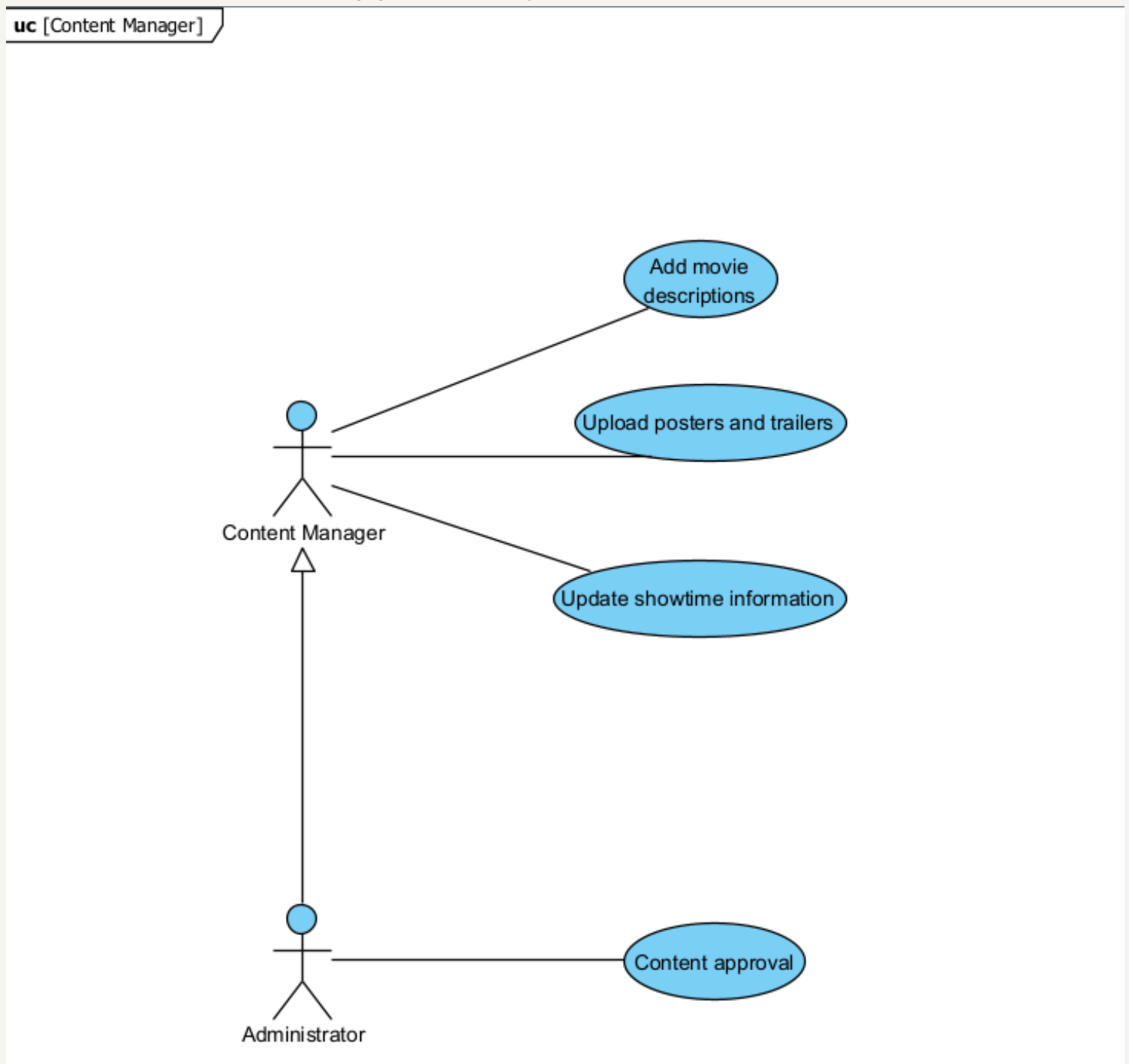
Use Case Diagram number 2: Administrator (Made by K  vin)

Illustrations of the responsibilities and interactions of administrators, including managing movie listings, showtimes, user accounts, and overseeing site statistics.



Use Case Diagram number 3: Content Manager (Made by Anis)

This diagram shows the roles and functions of content managers. Content managers can add movies descriptions, uploading posters and trailers, and maintaining showtime information. Each action must be approved by an administrator.

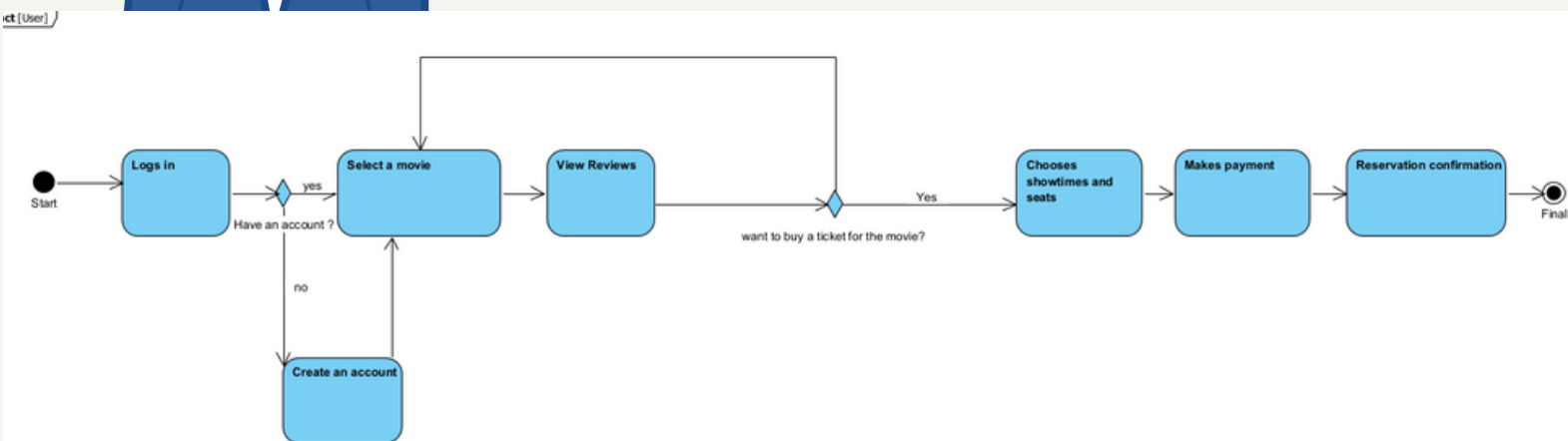
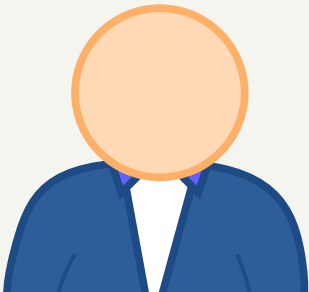


Activity diagrams

Here you will see 3 diagrams that illustrates the flow of activities through our system

Activity Diagram number 1: User ticket reservation (Made by Louka)

Details the steps involved in the user's ticket reservation process, including login, movie search, seat selection, payment, and confirmation.

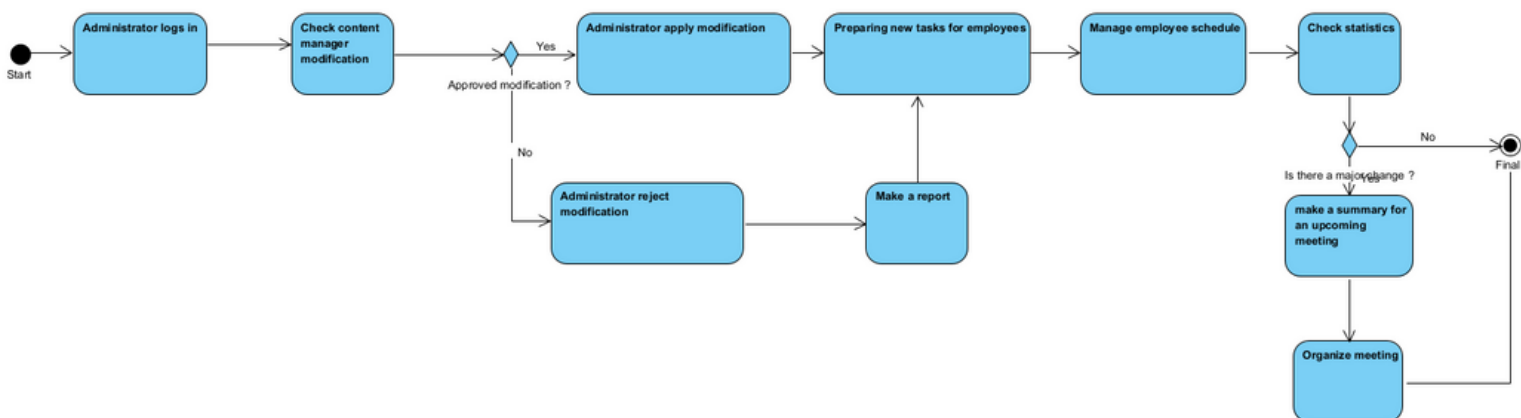


Activity Diagram number 2: Administrator Management (Made by K  vin)

Provides all the actions for administrators, covering all the tasks for approving actions, organize meetings and check statistics

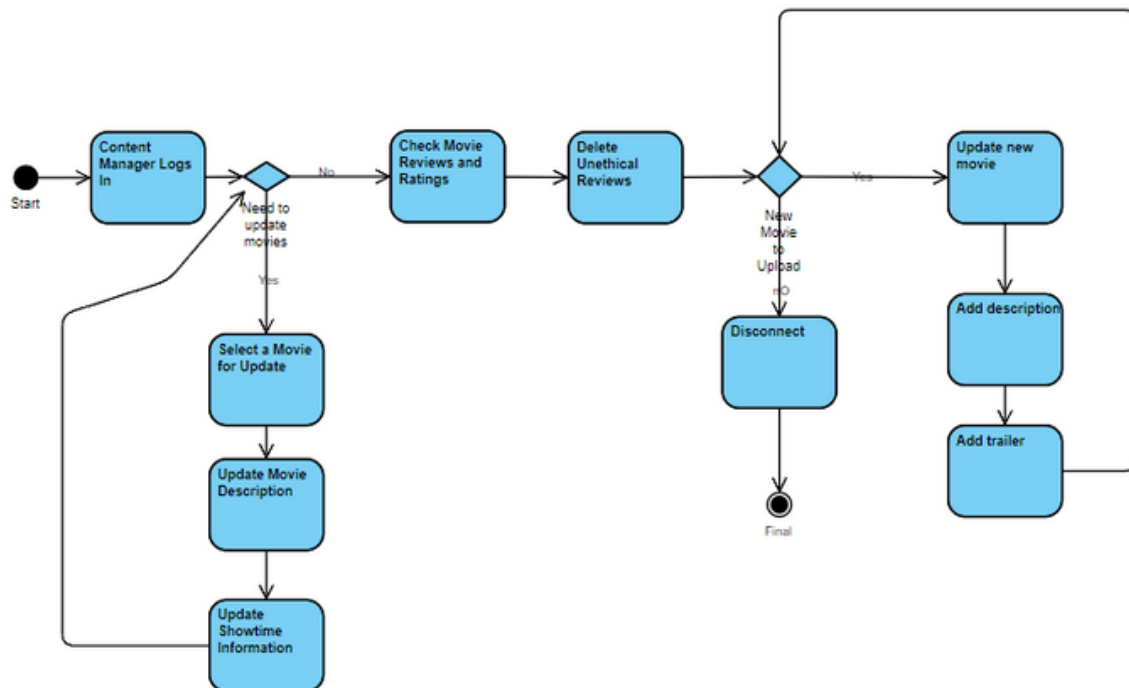
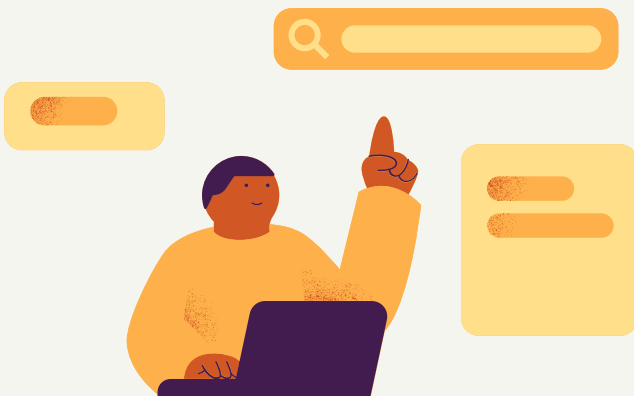


act [Administrator]



Activity Diagram number 3: Content Manager Update (Made by Anis)

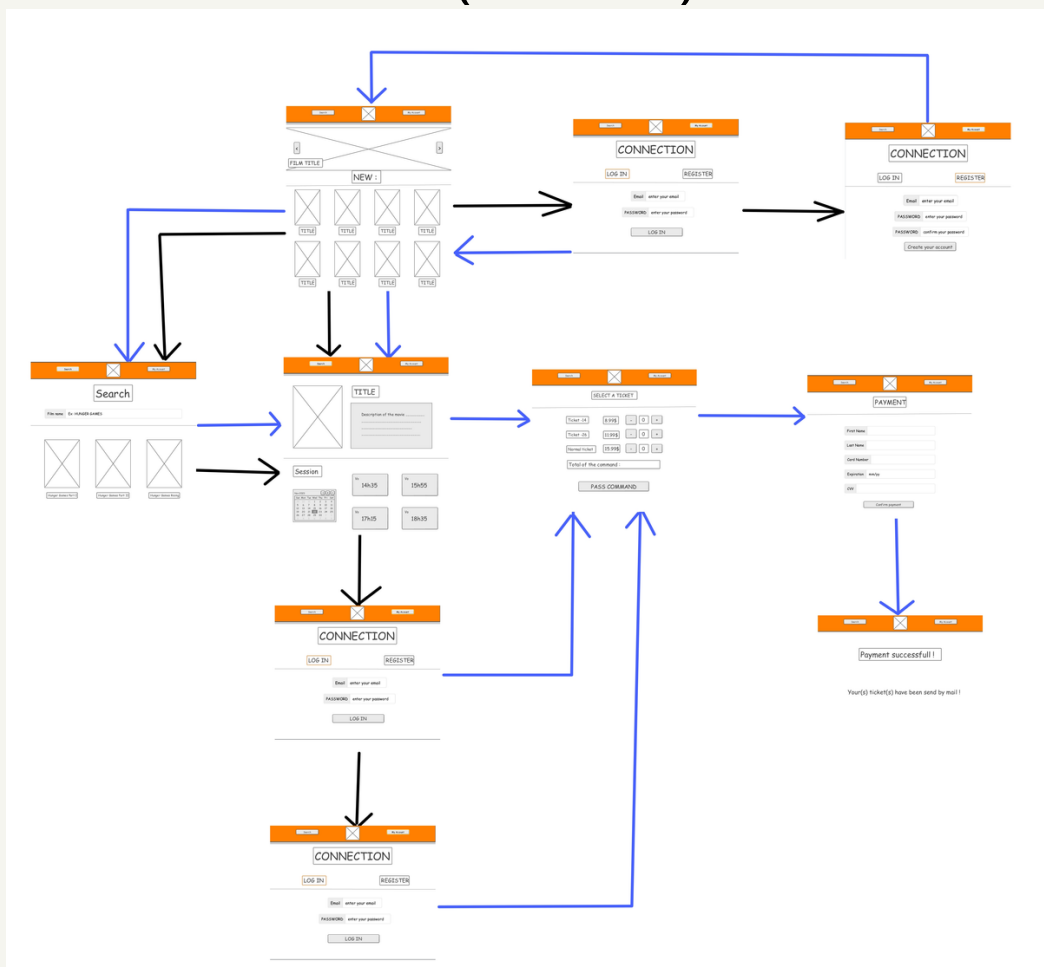
Shows the content manager's activities, which include their login, selecting a movie, updating movie descriptions, and uploading posters or trailers.



Wireframe

Here you'll find wireframes of our project, containing sketches of what our project might look like, as well as the different user interfaces and designs we want to achieve.

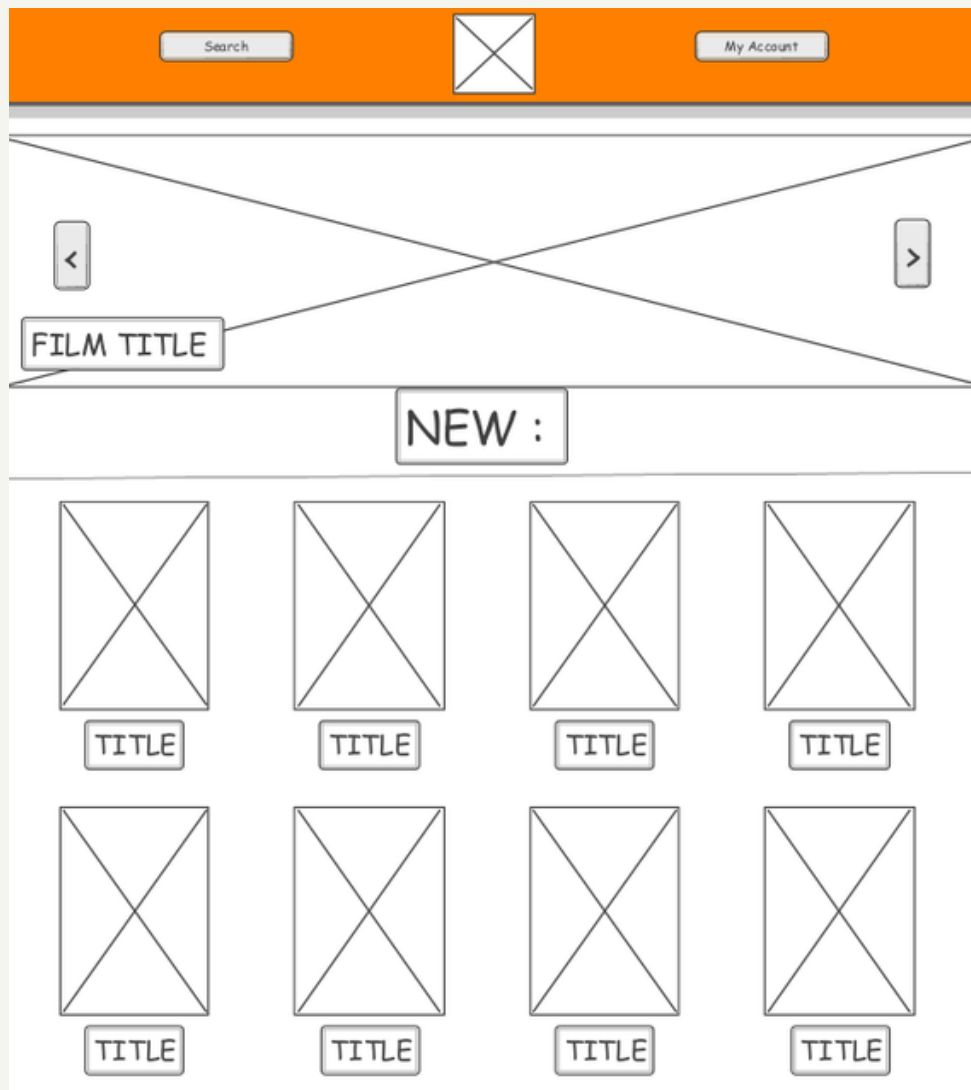
Here's a summary of all pages and their redirections depending on whether the user is logged in (in blue) or not (in black)



Here are more details with some of the pages you can find :

Home page

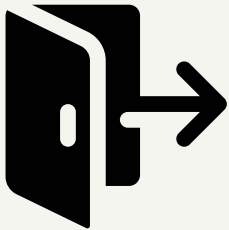
Here's the first page of our website and and what the user will see first



Login page

Here, you will be able to log in with your account. It will be possible for users and for admins.

if a user doesn't have an account, they can create one.





CONNECTION

LOG IN

REGISTER

Email enter your email


PASSWORD enter your password

LOG IN

Research page

This will be the page dedicated to film search. We wanted to make it friendly by putting the best box-office movies just below, in case the user wants to see them.

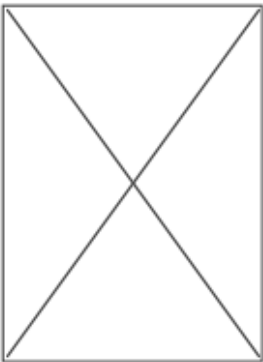




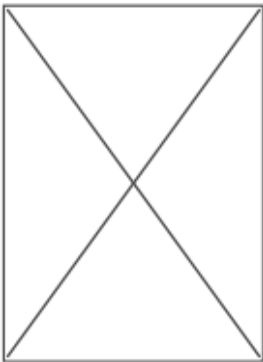
Search

Film name

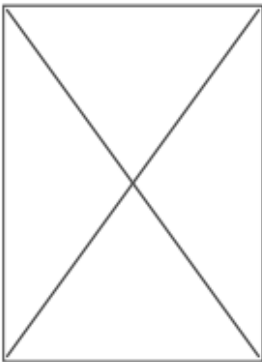
Ex: HUNGER GAMES



Hunger Games Part I



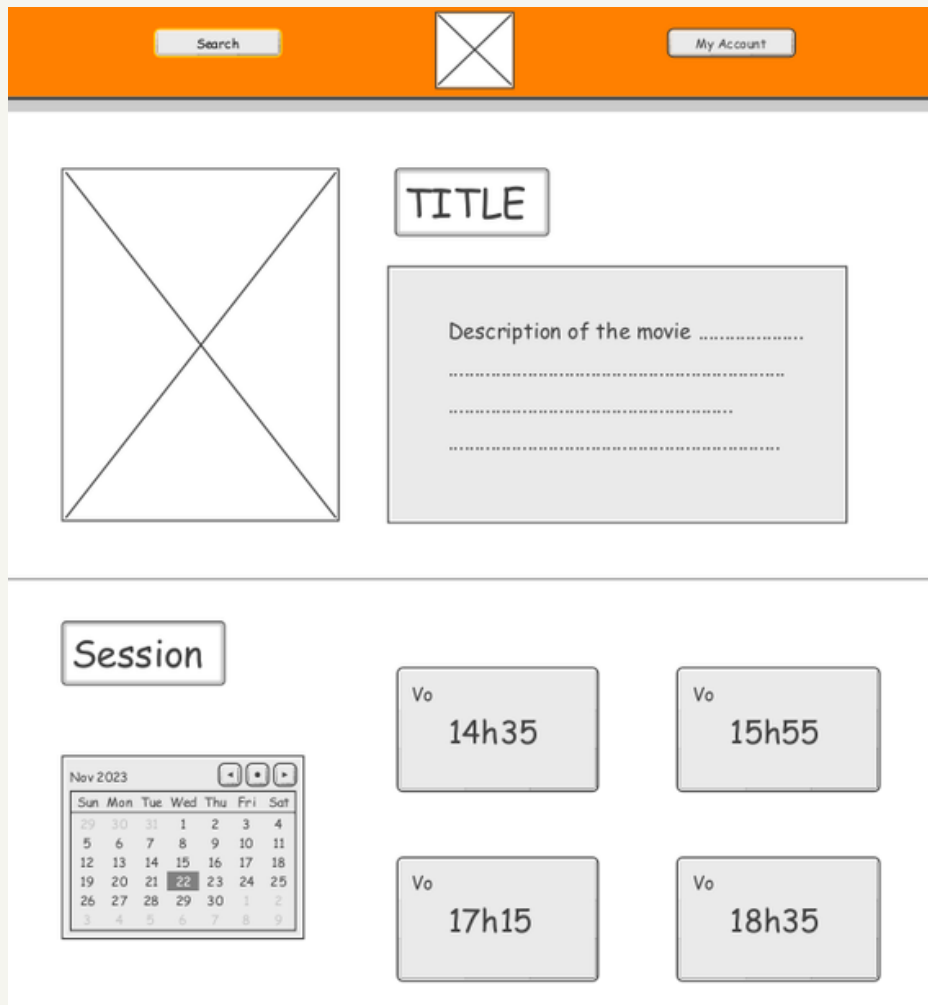
Hunger Games Part II



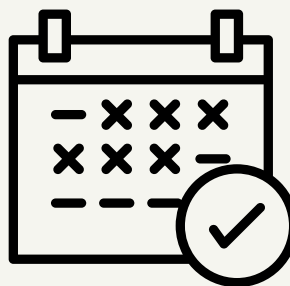
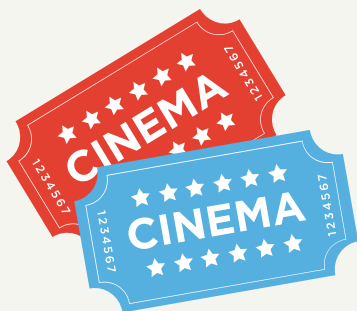
Hunger Games Rising

Film presentation page

This is the page you'll see when you click on a film. On this page you will be able to see the different reviews and you will be able to reserve a cinema ticket.



The wireframe shows a film presentation page layout. At the top is an orange navigation bar containing a 'Search' button, a placeholder for a logo (an 'X' in a square), and a 'My Account' button. Below the navigation bar, the main content area is divided into two columns. The left column features a large placeholder for a movie poster (a square with an 'X'). The right column contains a 'TITLE' label, followed by a box for the 'Description of the movie' with three lines of placeholder text. Below this, a 'Session' label is positioned above a calendar widget for November 2023. The calendar shows dates from 29 to 9, with the 22nd highlighted. To the right of the calendar are four buttons for movie sessions, each labeled 'Vo' and showing a time: '14h35', '15h55', '17h15', and '18h35'.



You can have more wireframes in our github.

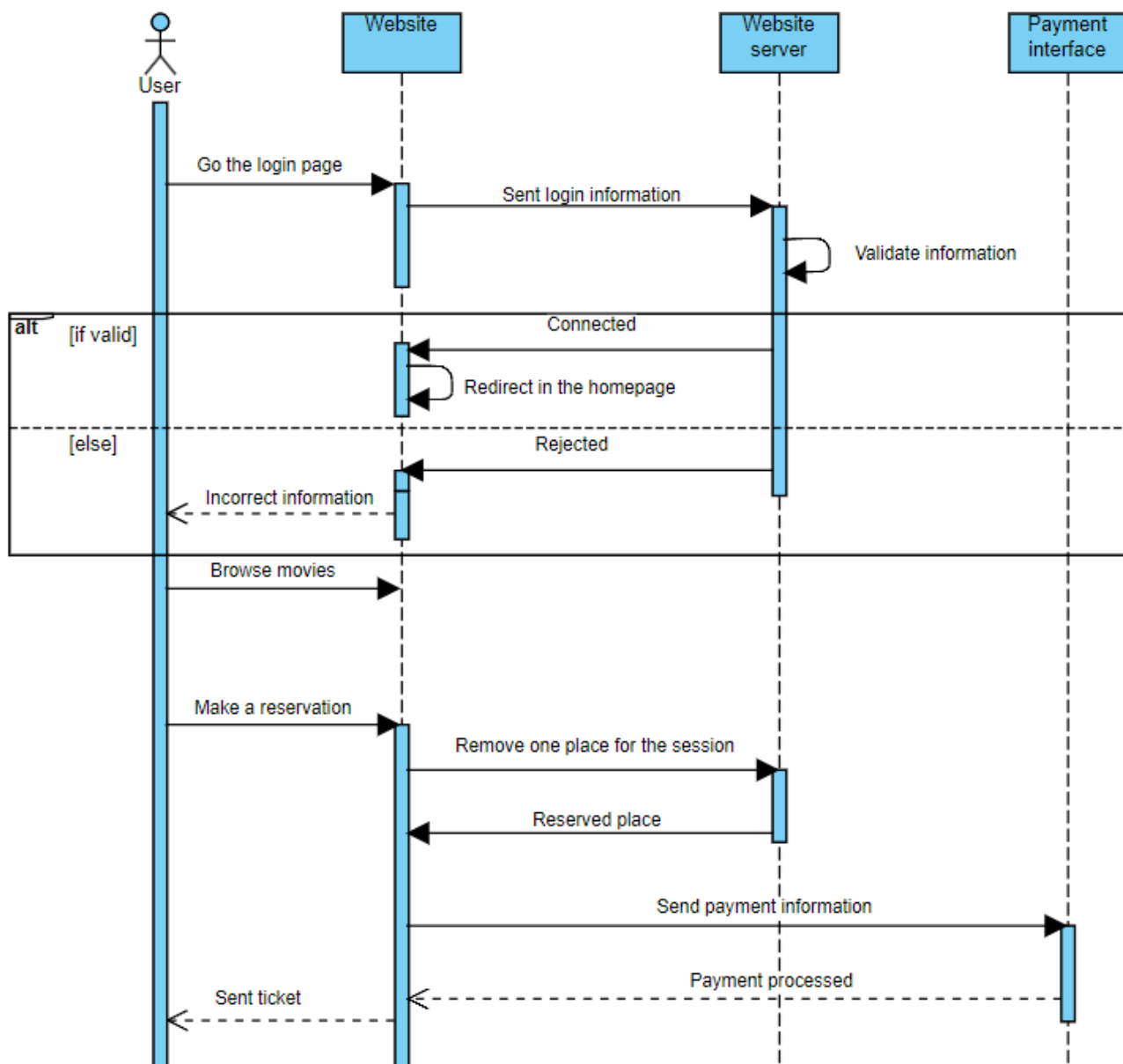
Sequence diagrams

Here you'll find sequence diagrams of our project. These diagrams show process interactions arranged in time sequence.



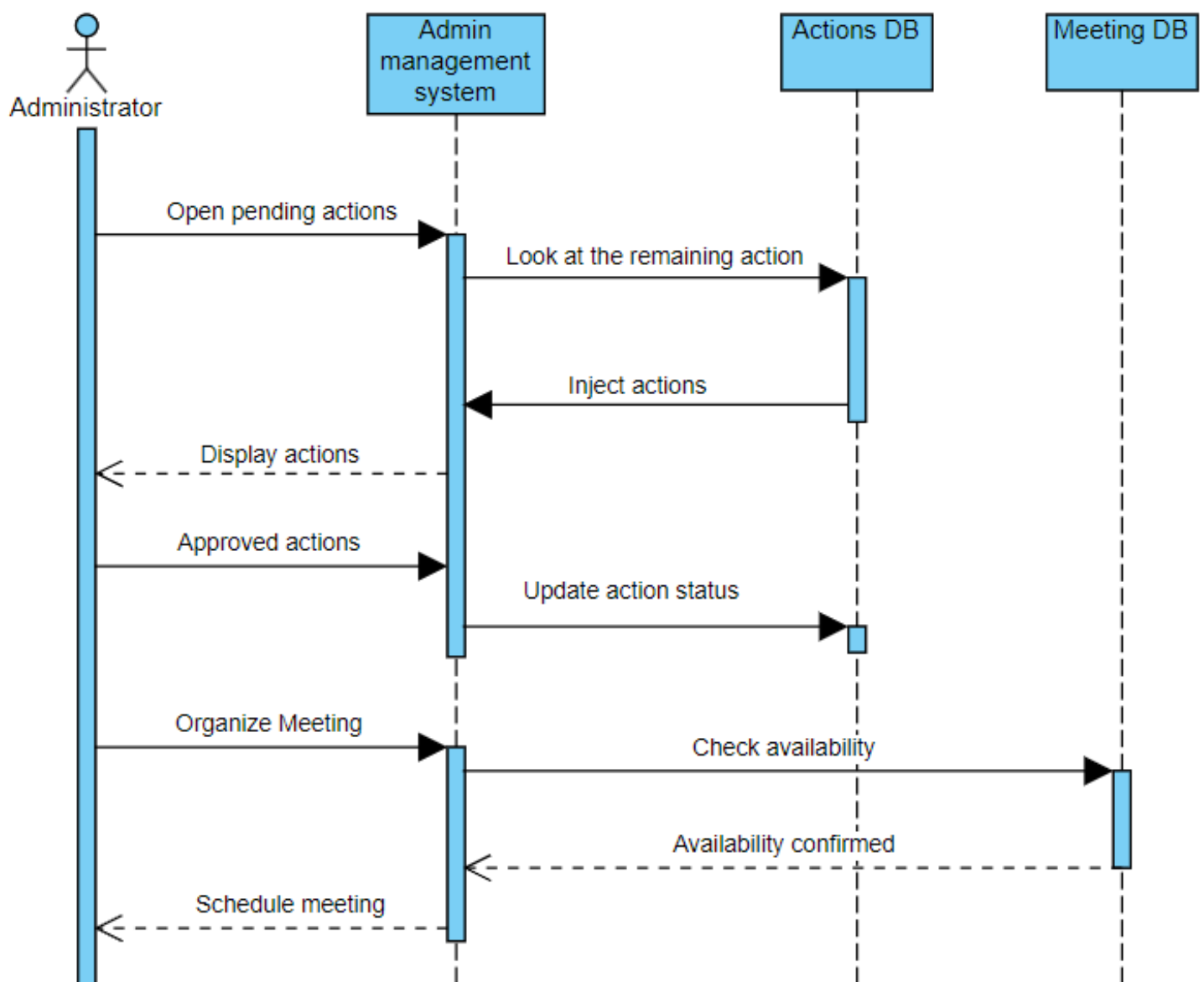
Sequence Diagram number 1: Book a ticket for a user (made by Louka)

Details the steps in time to see how a user can buy a cinema ticket.



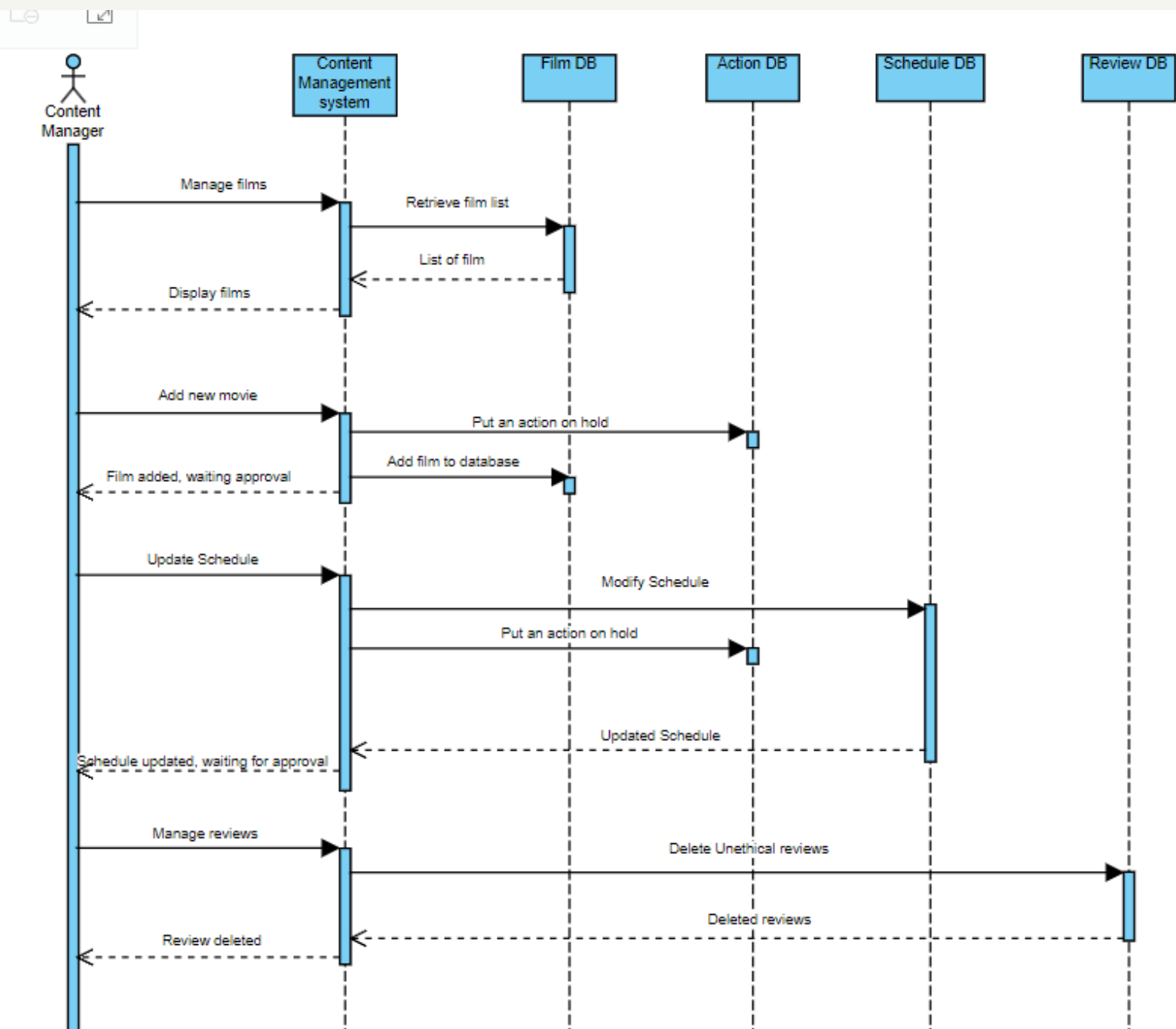
Sequence Diagram number 2 : Adminstrator routine (made by Kévin)

Details the steps in time to see how works the administrator routine.



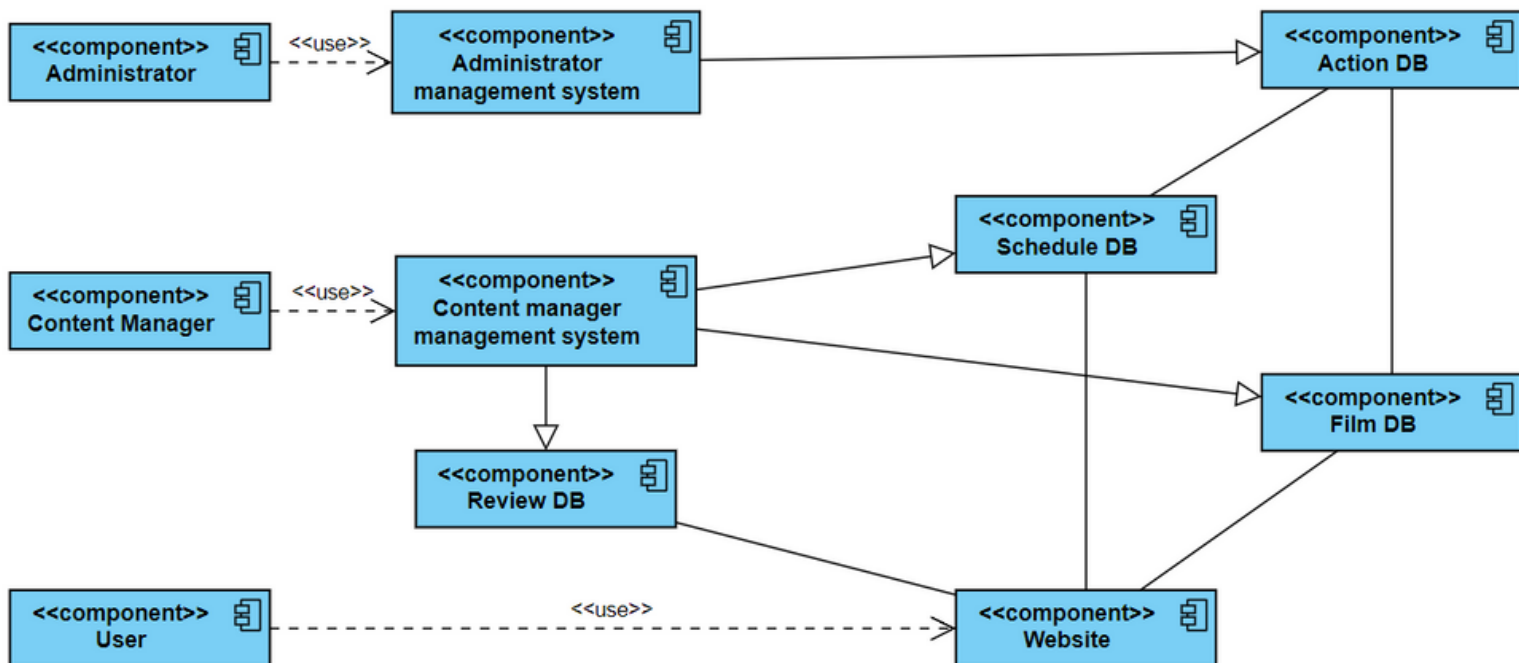
Sequence Diagram number 3 : Content Manager routine (made by Anis)

Details the steps in time to see content manager works.



Component diagram

Here you'll find component diagram of our project. This diagram depicts how wired together to form larger components or software systems.



Class diagram

Here you'll find the class diagram of our project. This diagram describes the structure of a system, and the relationship among objects.

