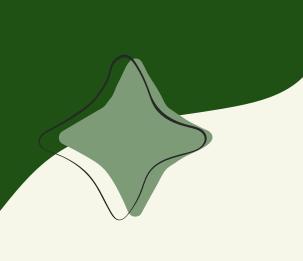


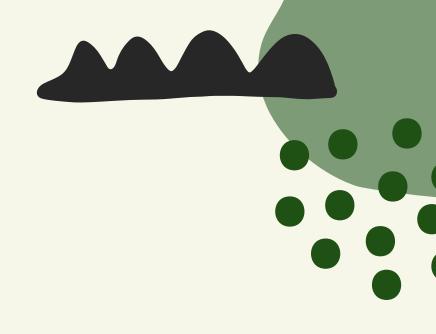


- 1. <u>Objective:</u> Automate the booking process for meeting rooms within a company.
- 2. <u>Key Features:</u>
- Search and book meeting rooms based on requirements.
- Different user roles with specific permissions: Admin, Manager, and Member.





# USER ROLES AND PERMISSIONS



## 1. Admin:

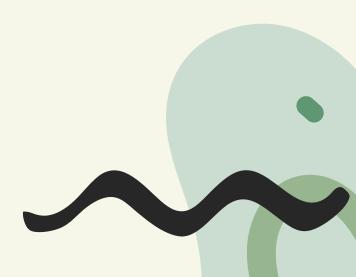
- Create and configure meeting rooms.
- Manage user roles and permissions.

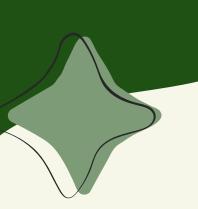
### 2. Manager:

- Book meeting rooms based on needs (e.g., seating capacity, amenities).
- Use credits to book rooms.
- Credits reset to 2000 points every Monday morning.

### 3. Member:

- View meeting schedules.
- Cannot book rooms.





## BOOKING AND CREDITS SYSTEM



Credits Requirement:

Managers use credits for

booking.

**Initial Credits:** 

• Managers: 2000 credits.

• Members: 0 credits

Credits Renewal:

Automated task resets

Manager credits to 2000

every Monday at 6 AM.





## ATTRIBUTES

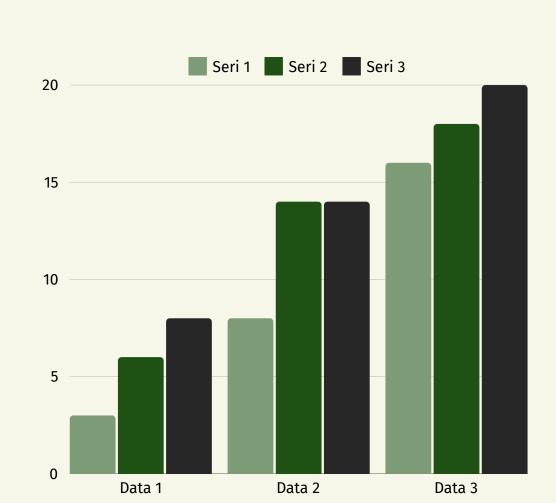
- Seating capacity.
- Amenities (e.g.,
   projector,
   conference call,
   whiteboard, TV,
   water dispenser).

## COST

Per hour cost in credits, varying by amenities.



- 1. Landing Page:
- Navigation to room details and user login.
- 2. User Management:
- Import user data from XML (Name, Email, Phone, Role).
- User login based on role.
- 3. Room Management:
- Admins create, edit, and manage meeting rooms.
- Interface for selecting amenities and seating capacity.





- **UI Team:** Responsible for designing and developing the user interface using HTML, CSS, JavaScript.
- **Back End Team:** Develop business logic, data access, and database.
- Architecture: Layered architecture with loose coupling.
- Design Pattern: MVC (Model-View-Controller).



## DEVELOPMENT: GUIDELINES FOLLOWED

- 1. Exception Handling: Implement robust error handling.
- 2. Input Validation: Validate user inputs to ensure data integrity.
- 3. UI Design: Consistent layout with header, footer, and sidebar.
- 4. Security: Ensure unauthorized users cannot access the system.
- 5. Logging: Record logs for all unhandled exceptions.



