Tribhuvan University

Institute of Science and Technology

A Project Proposal on

Evento – An Event Sharing Platform

Submitted to

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February 20, 2024

Introduction:

Evento is an event sharing platform where you can organize and attend any important events, programs, seminars, exhibitions orientations, farewells, meetings, parties, fairs, functions, and hosting, musical shows in a best possible way with the available resources.

Now you don't have to worry about your audience inefficiencies. We are here to add value to your events with the suitable audience reach and attendees.

Objectives:

Evento aims to foster community engagement and promote genuine will in different levels (business, educational, awareness, scaling, branding, growth).

- Enhancing Event Discovery: The app aims to provide users with a convenient platform for discovering a diverse range of events tailored to their interests and preferences.
- Event Creation: User can create and post the event with the desired number of inputs so a certain number of attendee can be ensured.
- Audience Reach: The post can be reached to any number of audience based on its type and benefits. The events has higher chance to be seen if it really solves the required obstacles.
- Social Interaction: Users can like, share and react on the posted events which can predetermine the user perspective.
- Value Orientated: The right event at the right point of time can add value to both the audience and the organizer.
- Community Engagement: The app aims to cultivate a vibrant and interactive community of event- organizers & enthusiasts, fostering communication, collaboration & networking opportunities.

- Promoting Event: The app aims to support event organizers in achieving their goals, whether it's increasing ticket sales, maximizing attendance or delivering exceptional attendee experiences.
- Scaling and Growth: The app aims to expand its user base, increase its market share, and grow its platform's reach and influence over time, both geographically and industries-wise.
- Monetization Option: User can get access to the monetization option after reaching the certain levels and followers on their accounts.

TECHNICAL STACK:

● Frontend: HTML, CSS, JS and related libraries.

● Backend: Flask

● Database: SQLAlchemy

TECHNICAL REQUIREMENTS:

- ● Hardware Requirements
    - ○ Working Computer
    - ○ Internet Connection

- ● Software Requirements
    - ○ A Web Browser (Safari, chrome)
    - ○ Flask Programming Language
    - ○ SqlAlchemy
    - ○ VS studio
    - ○ Git for version control

METHODOLOGIES

As we are a team of 3 students, we believe the Agile methodology, particularly Scrum, would be most suited during the development of this project. Here are the reasons why:

1. Flexibility: Agile methodologies like Scrum are highly adaptable and allow you to make changes to the project as needed. In a college project, requirements can evolve, and our team may need to pivot or refine the project scope. Agile accommodates these changes efficiently.

2. Incremental Development: With Scrum, we can break the project into smaller, manageable parts (sprints) and work on these in iterations. This approach is well-suited for a small team like ours, as it ensures that you're constantly making progress and can see tangible results after each sprint.

3. Regular Feedback: Agile encourages continuous collaboration with stakeholders. In our case, a college project, our instructor can provide valuable feedback during the development process, helping you make necessary adjustments early on.

4. Visibility and Transparency: Agile methodologies emphasize transparency and visibility of the project's progress. This is beneficial in an educational setting, as it allows our instructors to see how you're managing the project and whether it's on track.

5. Team Collaboration: Agile promotes collaboration within the team. As college students, we may be learning different aspects of software engineering. Scrum can help ensure that each team member's contributions are integrated effectively.

6. Time Management: Scrum uses time-boxed sprints, which can help us manage our project time effectively. It encourages regular meetings (like daily stand-ups) that keep our team on track.

LIMITATIONS

One notable limitation of our Evento Platform project is the service of online event attending features. Since the world has completely been digitized, the feature for organizing event online has not been added but it can be added in the future, we are working on creating and attending meetings online.

CONCLUSION

In conclusion, Evento is the platform where the creative ideas, solution and progressive conversation foster. We are here to change your thought into reality through discussion and talks.