
ONLINE STADIUM MANAGEMENT SYSTEM
BOOK MY SEAT

ABSTRACT

The goal of this study is to develop a dependable and simple online ticket booking system for customers and management to utilize. It is important to emphasize that the existing information management process is manual, and as a result, several problems have arisen, particularly in the control of audiences and ticket processing.

The present research aims to eliminate manual operations in the stadium and computerize all ticket buying processes. The notion of report generation has been mechanized, so the stadium manager will no longer have to wait for reports. Errors on hand-held fee collectors are entirely rectified. The new system was built with React on the front end and MongoDB on the backend.

Keywords: Stadium Management, Ticket Booking, Mongodb, Online, Web Application, React.

INTRODUCTION

PROBLEM STATEMENT

Significant improvements to the current ticket booking system are needed, which will benefit stadium management by saving time and money and customers will find it easier to purchase and utilize their tickets. The Stadium Management team is in charge of the stadium's day-to-day operations and management.

Purchasing tickets in person is by far the most convenient option, however many customers live outside of the area or are unable to visit the stadium to purchase tickets in advance due to job obligations. On match days, this results in long lines at the ticket office.

The modern ticket booking system is still reliant on many manual functionalities which increases problems and errors. There is a need for a tool to make the procedure of booking tickets easier. This project aims to solve the below problems.

1. Overcrowding of the stadium gate in order to purchase a ticket.

2. Loss in finance of the management as a result of wasteful left over tickets.

3. A lot of casualties and damage of stadium facilities are encountered as the spectators struggle to purchase a ticket.

4. Lack of spectators information

5. Inadequate information and account of tickets sold.

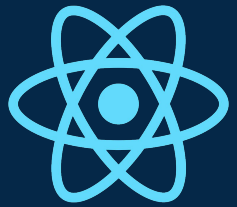
PURPOSE

- To develop an online stadium management system that will help in booking the tickets of the events, matches, and games through online mode.
- To ensure that the customers can check availability, booking of tickets from the comfort of their devices.

TECHNOLOGIES USED

React Js

React (also known as React.js or ReactJS) is a free and open-source front-end JavaScript library for building user interfaces based on UI components.



mongoDB

MongoDB is a source-available cross-platform document-oriented database program. Classified as a NoSQL database program.

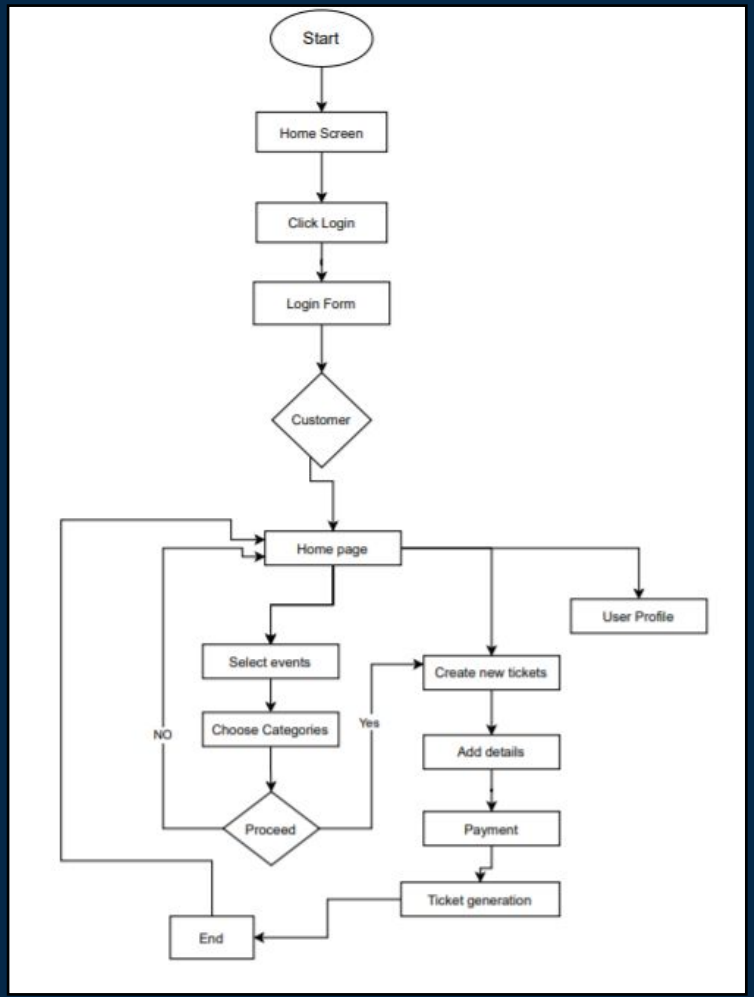
Node Js

Node.js is an open-source, cross-platform, back-end JavaScript runtime environment that runs on the V8 engine and executes JavaScript code outside a web browser.

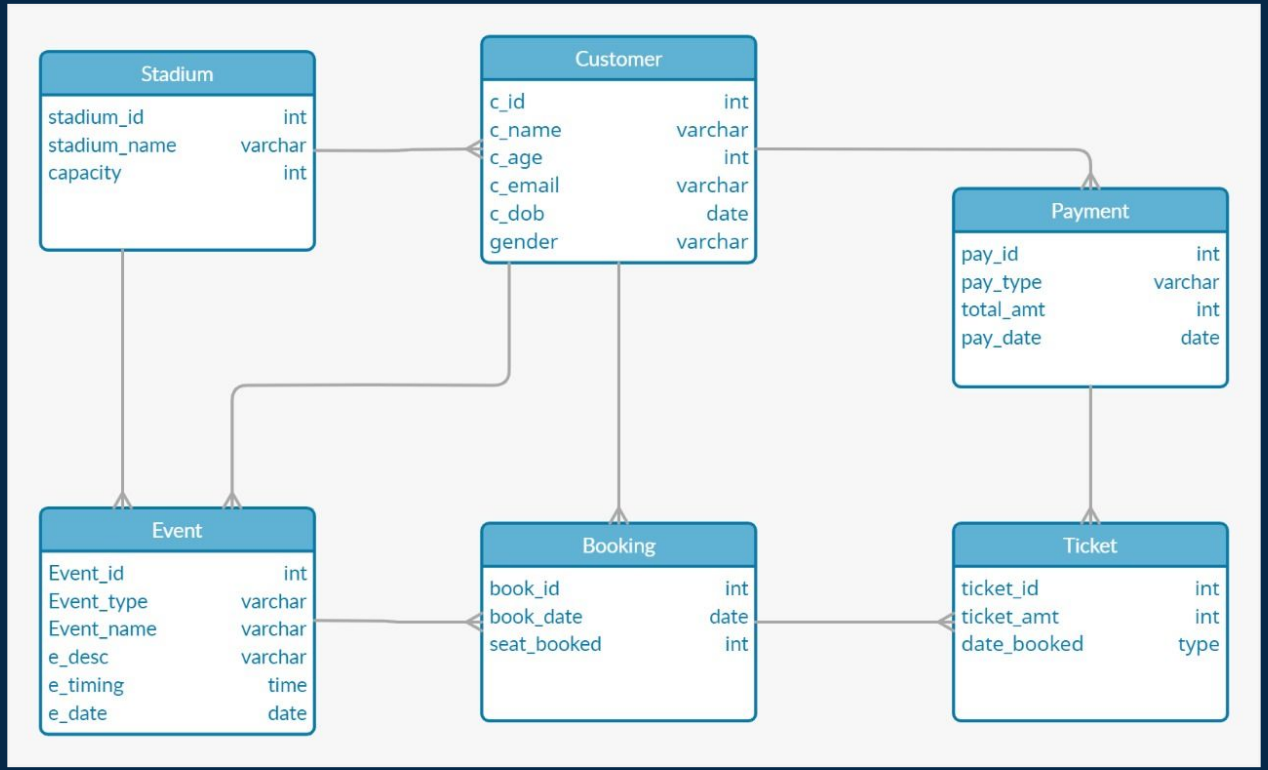
Functionalities

- Computerization of the complete ticket booking process.
- Provision for customers to buy tickets for matches and events where the stadium is rented.
- Complete database on seats available and bought for each event.
- User purchase history can be stored and accessed.
- Payment system for users to purchase tickets online.
- Here A receipt could be generated after the transaction as proof of payment.

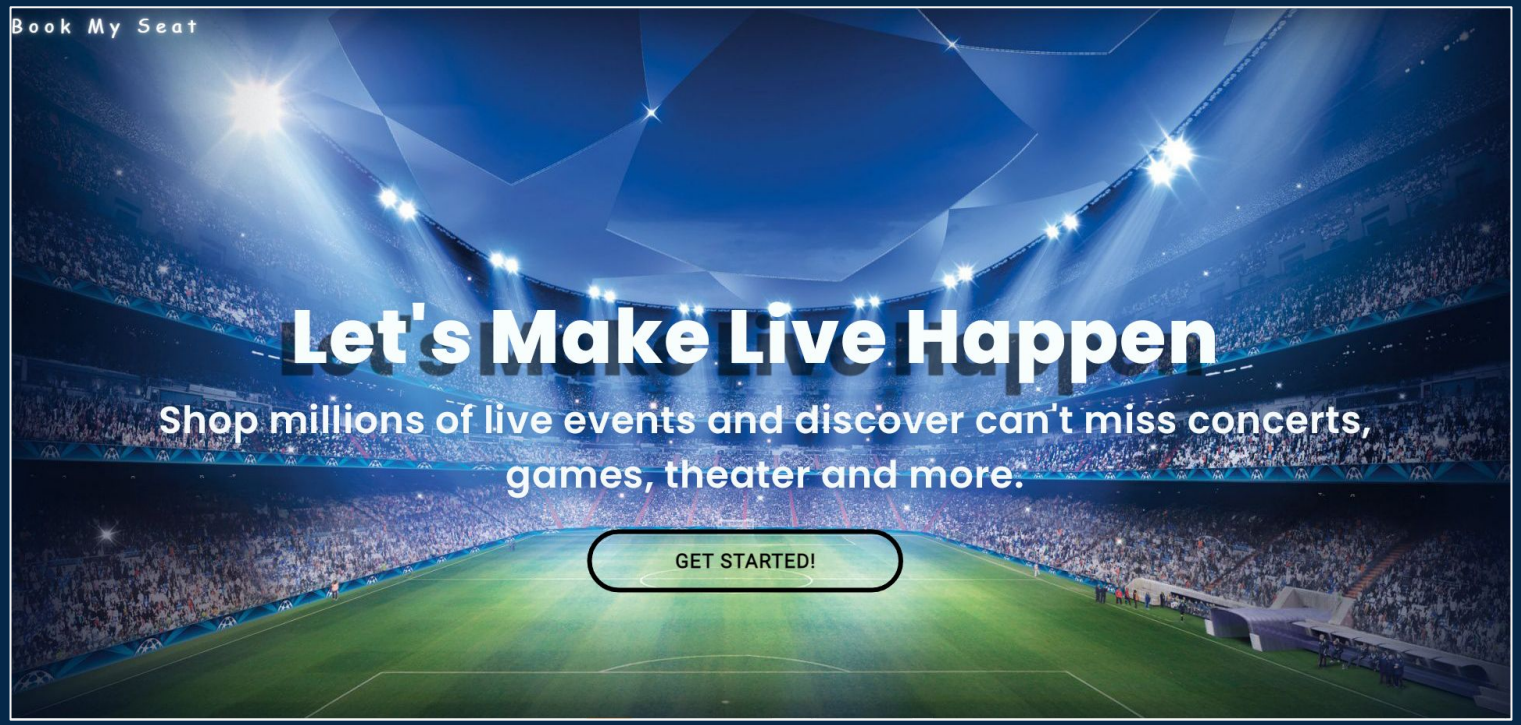
Web Flow


Start
Home Screen
Click Login
Login Form
Customer
Home page
User Profile
Select events
Choose Categories
Proceed
NO
Yes
Create new tickets
Add details
Payment
Ticket generation
End

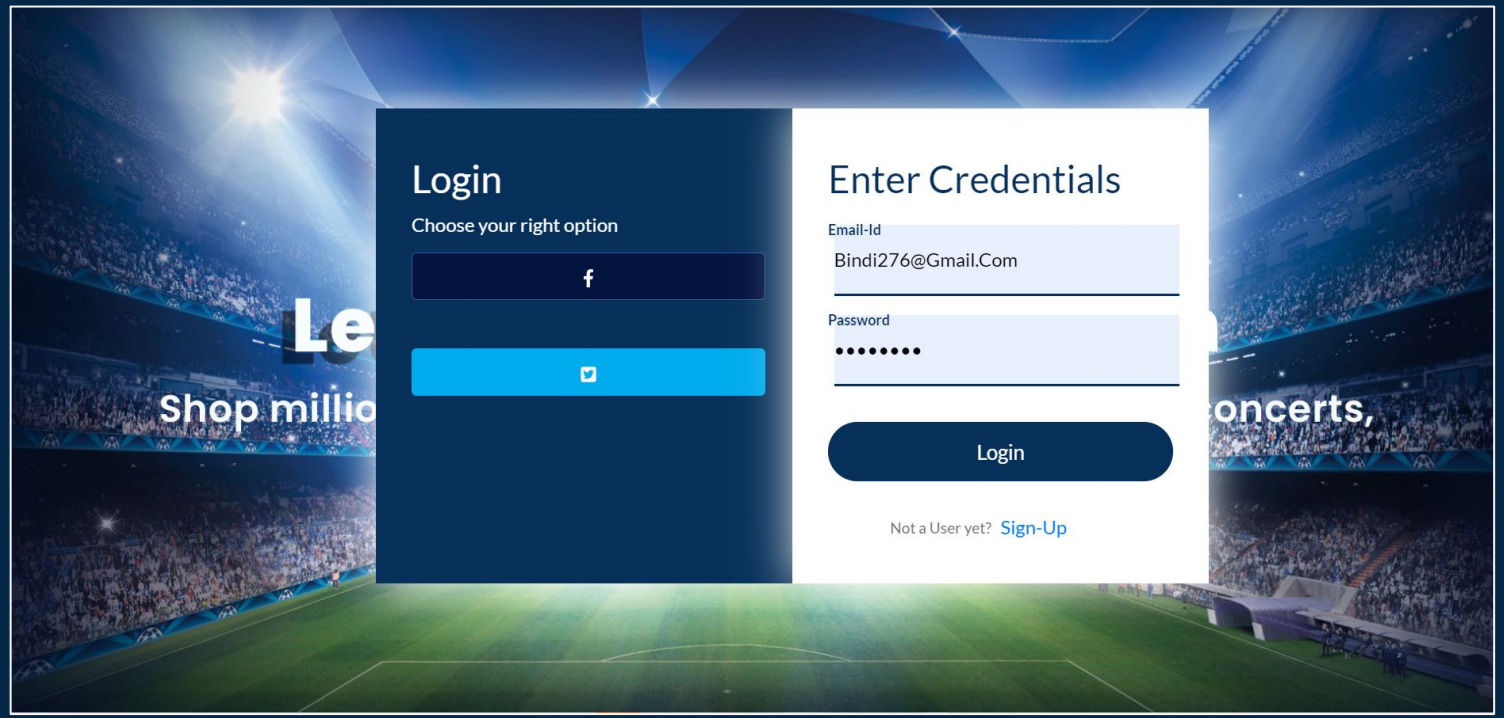
Schema Diagram



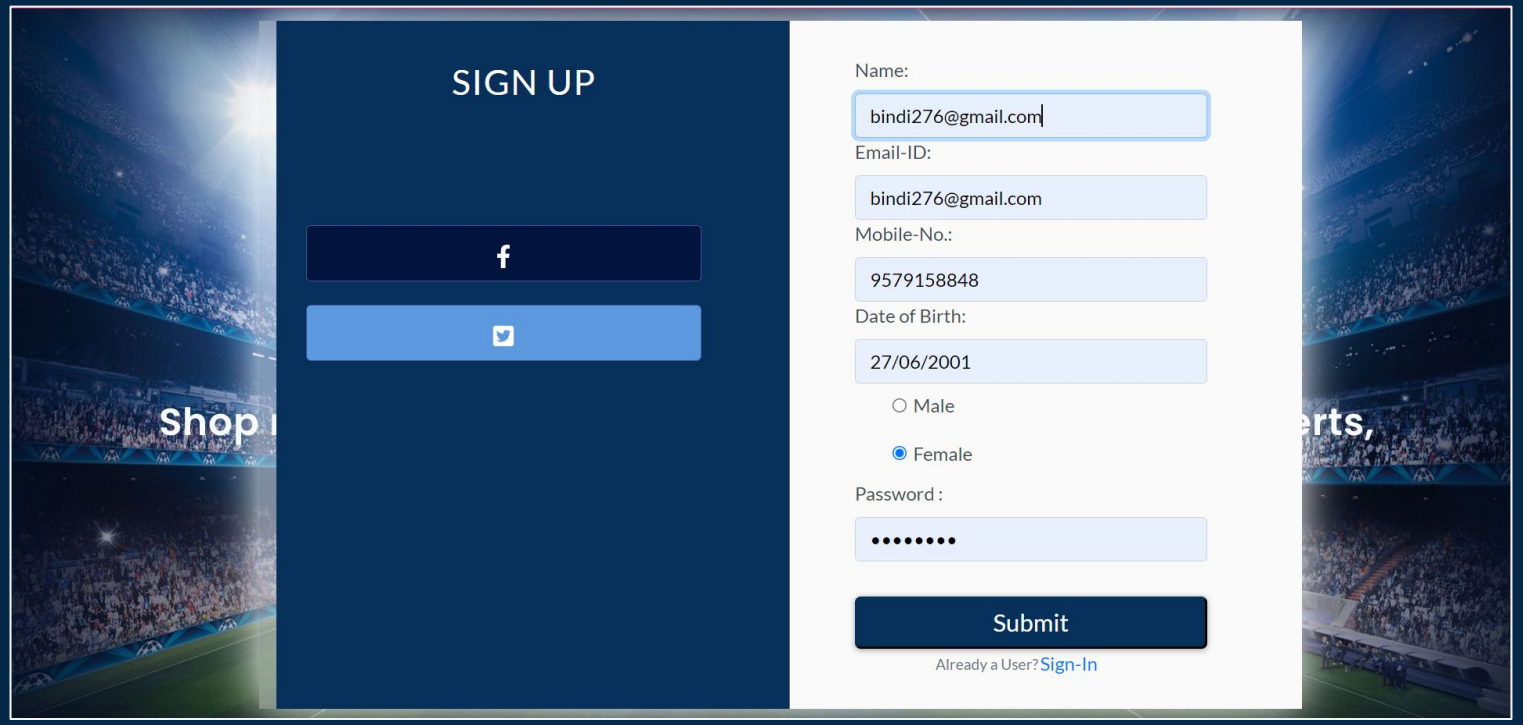
Home Page


Book My Seat
Let's Make Live Happen
Shop millions of live events and discover can't miss concerts, games, theater and more.
GET STARTED!

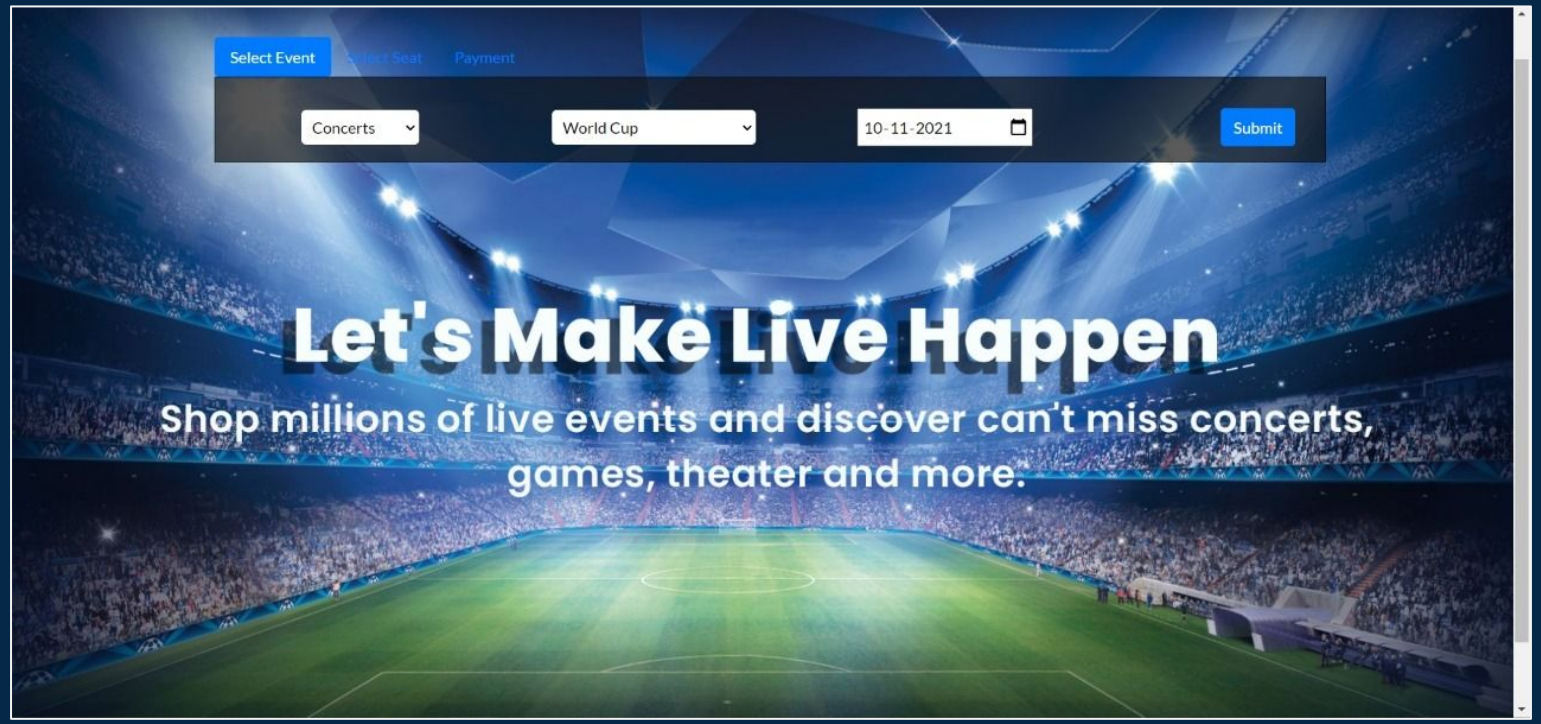
Login Page


Login
Choose your right option
Enter Credentials
Email-Id
Bindi276@Gmail.Com
Password
Login
Not a User yet? Sign-Up

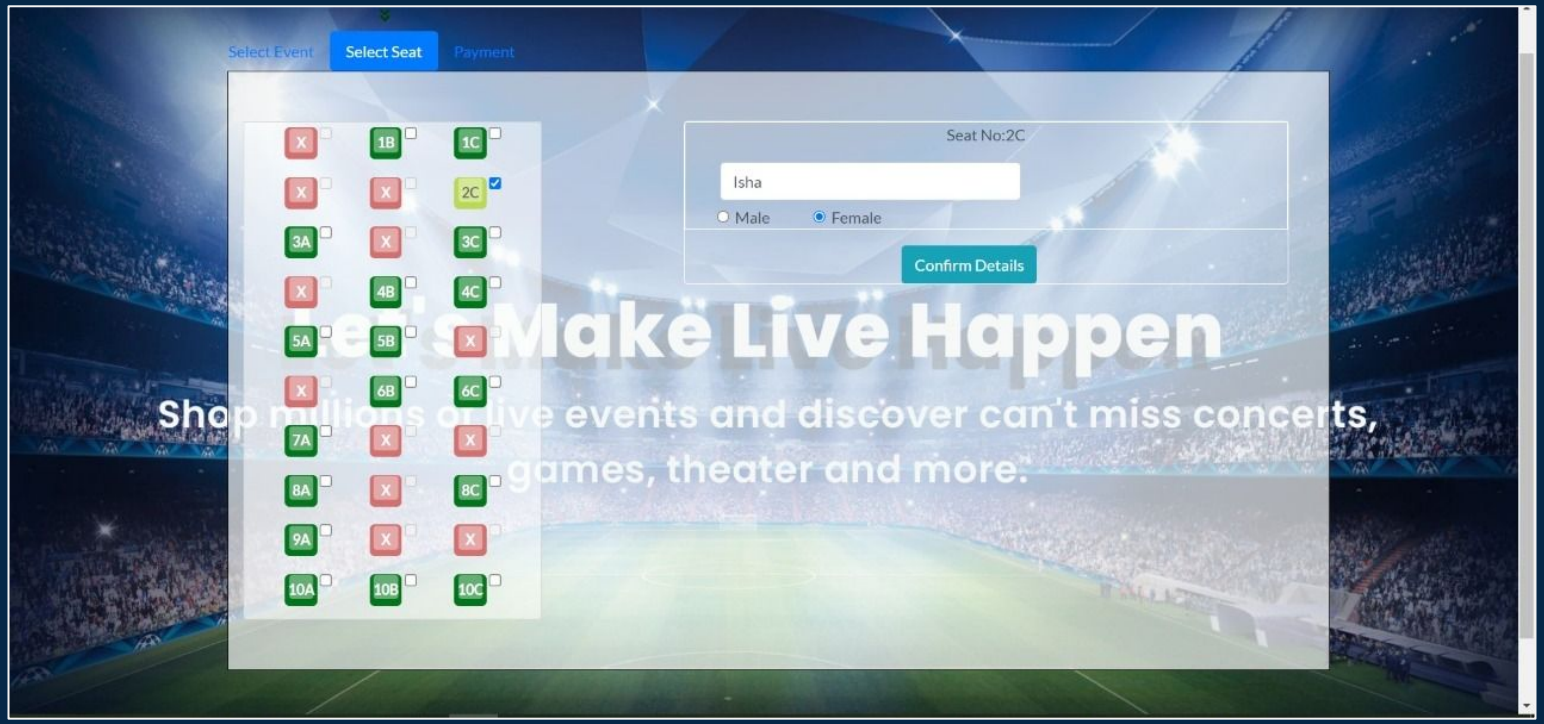
Sign-Up Page


SIGN UP
Name:
bindi276@gmail.com
Email-ID:
bindi276@gmail.com
Mobile-No.:
9579158848
Date of Birth:
27/06/2001
Male
Female
Password :
Submit
Already a User? Sign-In

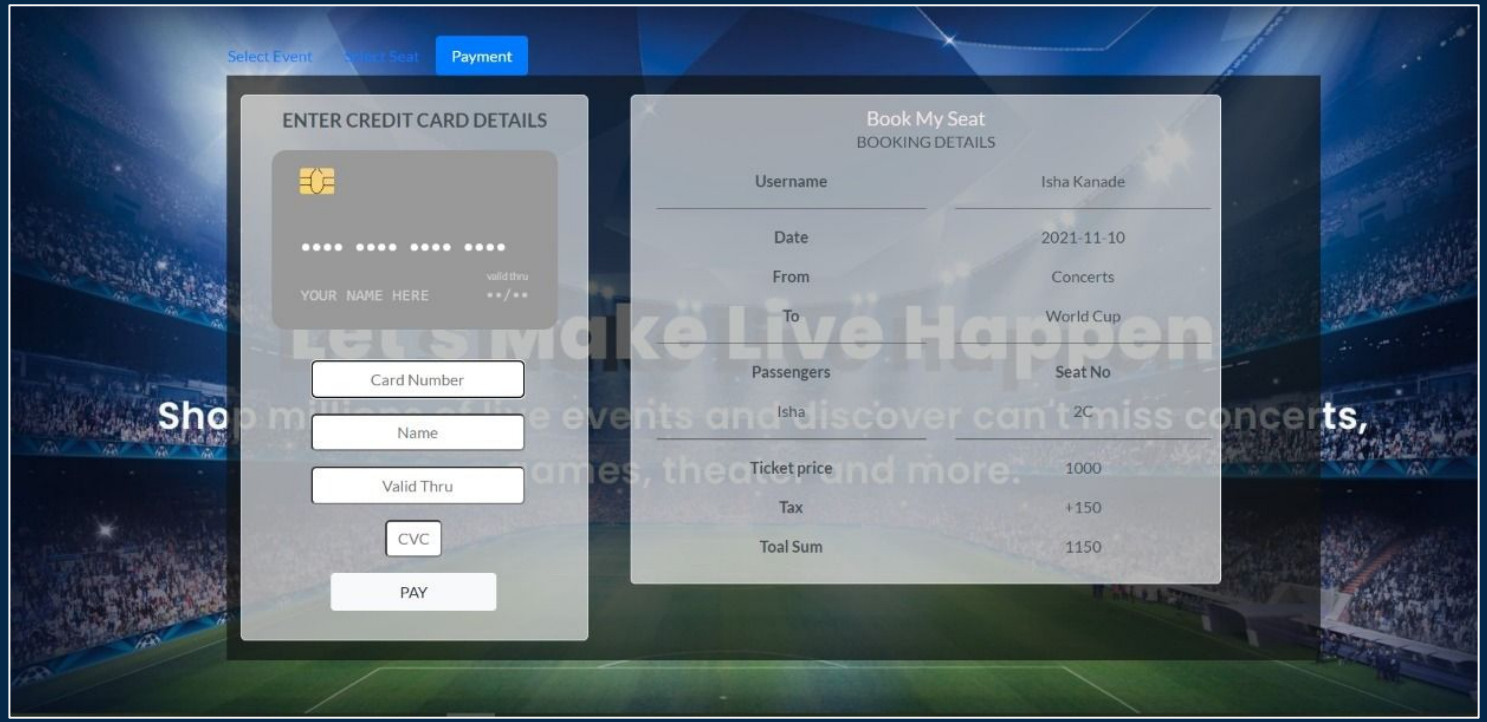
Event Booking Page



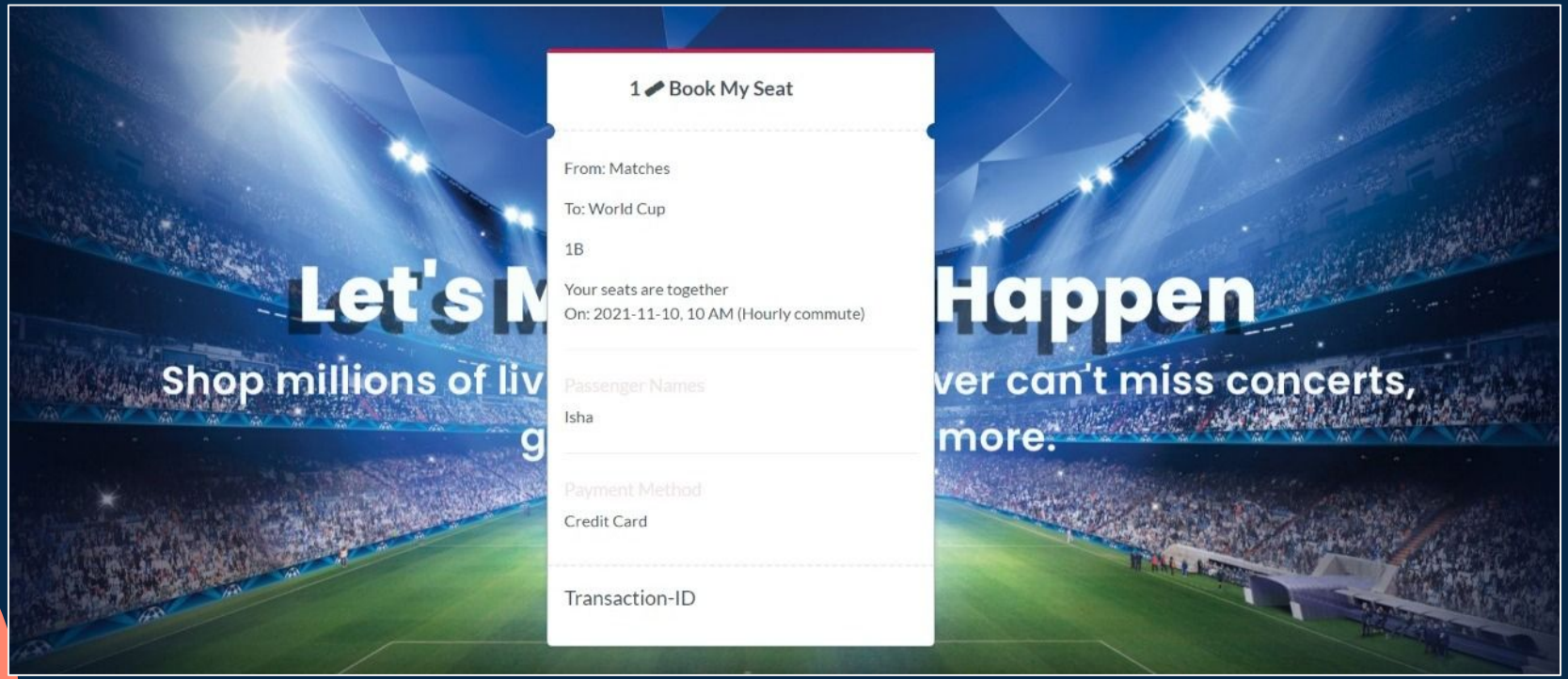
Seat Booking Page



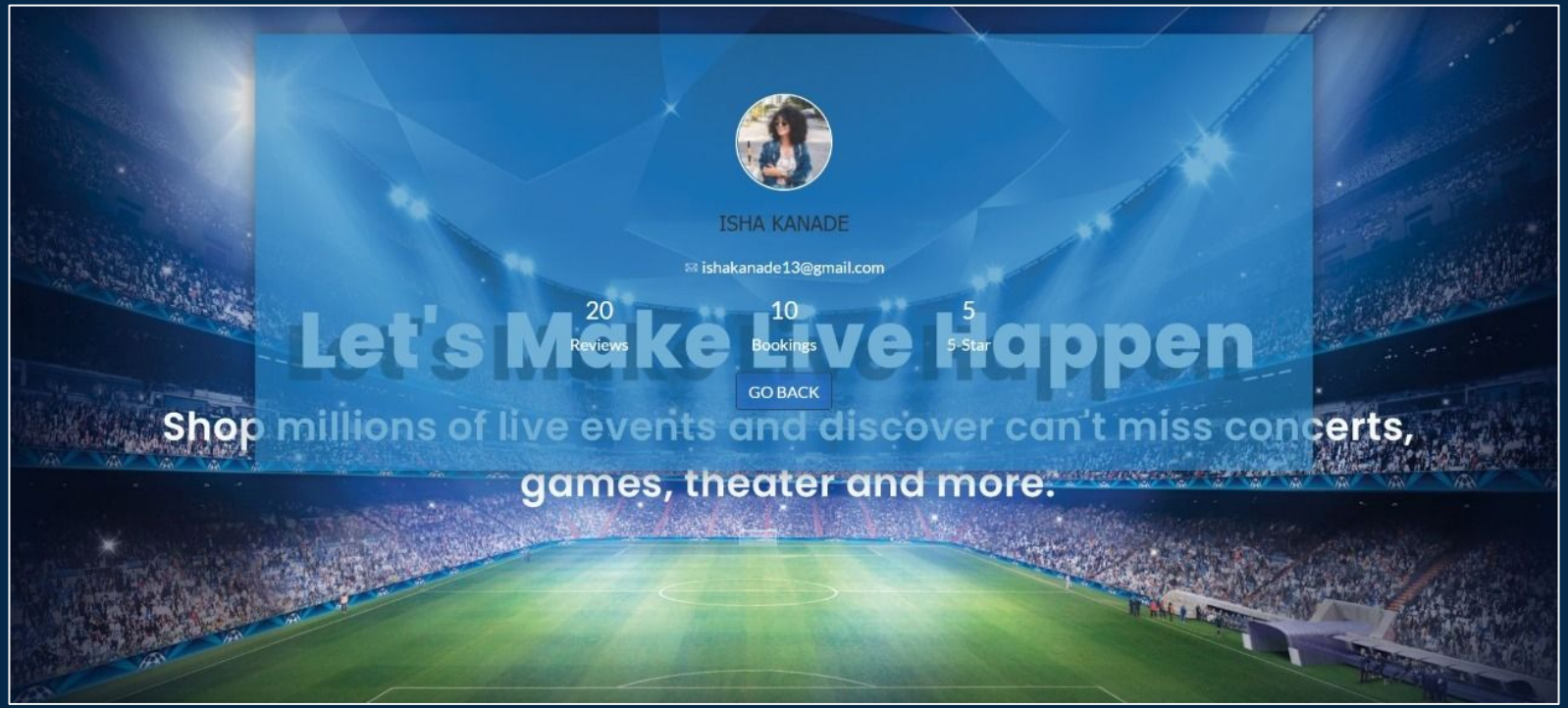
Payments Page



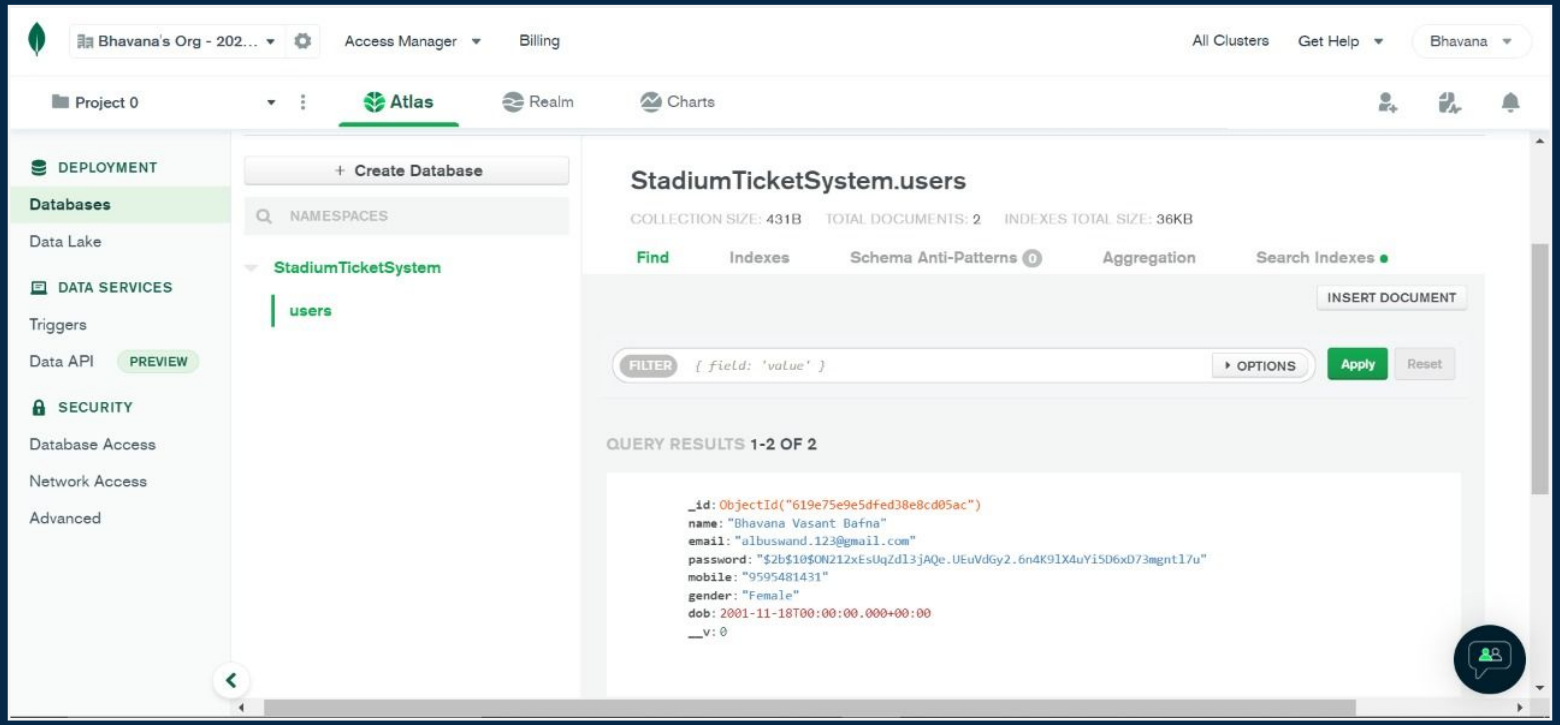
Ticket generation page



Profile page



Backend


Bhavana's Org - 202...
Access Manager
Billing
All Clusters
Get Help
Bhavana
Project 0
Atlas
Realm
Charts
DEPLOYMENT
Databases
Data Lake
DATA SERVICES
Triggers
Data API
PREVIEW
SECURITY
Database Access
Network Access
Advanced
+ Create Database
NAMESPACES
StadiumTicketSystem
users
StadiumTicketSystem.users
COLLECTION SIZE: 431B
TOTAL DOCUMENTS: 2
INDEXES TOTAL SIZE: 36KB
Find
Indexes
Schema Anti-Patterns 0
Aggregation
Search Indexes
INSERT DOCUMENT
FILTER
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OPTIONS
Apply
Reset
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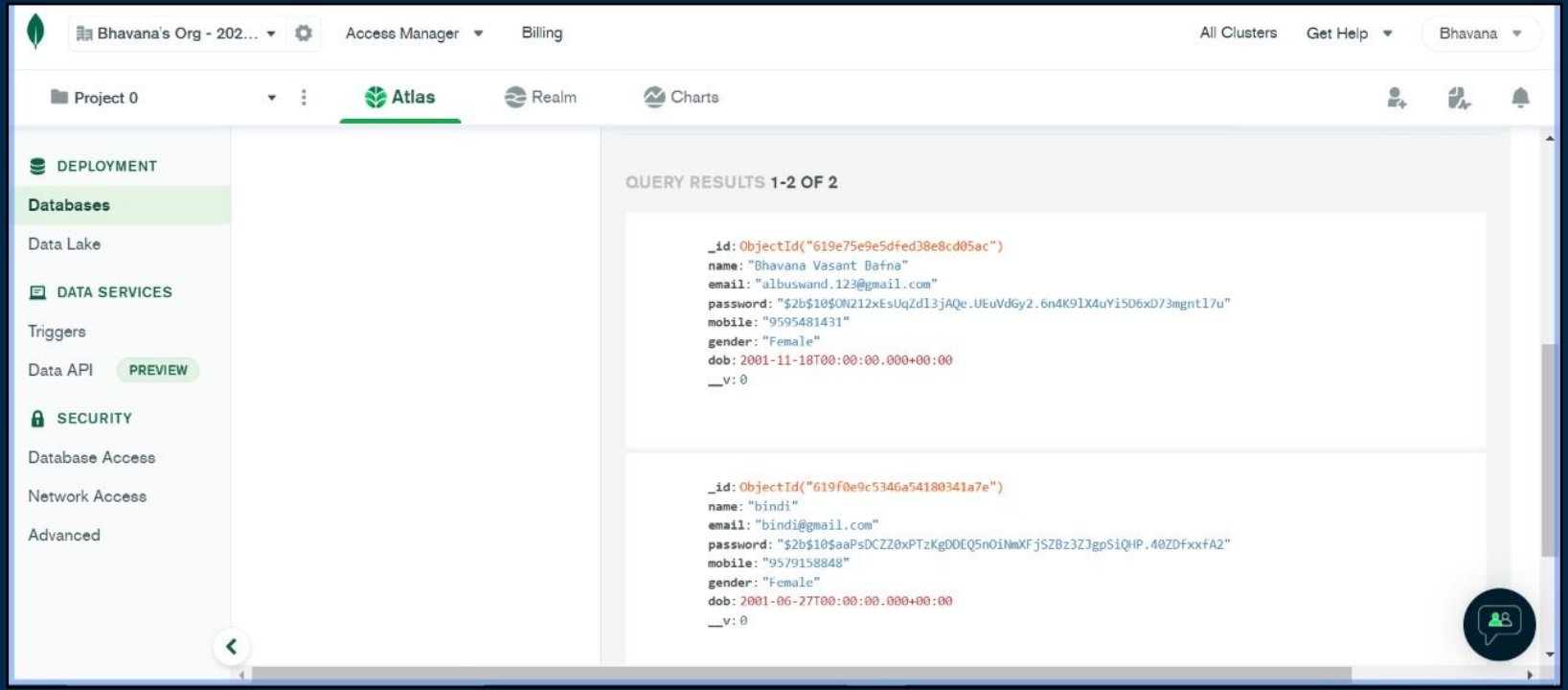
Bhavana's Org - 202...
Access Manager
Billing
All Clusters
Get Help
Bhavana
Project 0
Atlas
Realm
Charts
DEPLOYMENT
Databases
Data Lake
DATA SERVICES
Triggers
Data API
PREVIEW
SECURITY
Database Access
Network Access
Advanced
QUERY RESULTS 1-2 OF 2
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Future Scope

- To design an integrated platform that serves the fans' interests in order to make the process of selling and buying tickets easier.
- The website can be extended to accommodate the functionalities needed by the admin for the management and the storage of data of the Stadium.
- The project can be developed further by optimizing the scalability of the database.
- The software can be made secure for all transactions.
- The website can further be used for multiple stadiums or halls located in an area.
- A functionality can be added so that a user can rent the stadium for a private event.

Conclusion

This project focuses on computerized tickets, crowd control, stadium information management, and facilities management. The data will be carefully maintained, organized, and suitable software will be built to assist in the management of the stadium with the use of a computer system.

Thank You!

RESOURCES

REFERENCES

- Stadium Management Information System. A Casestudy Of Dan Anyiam Stadium Owerri Nigeria
- Design and Implementation of A Computerised Stadium Management Information System
- ONLINE TICKETING SYSTEM CASE STUDY: MBALE MUNICIPAL STADIUM