

# BrickMMO Events Requirements Document

## 1. Student Names:

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## 2. Project Name: BrickMMO Events

## 3. Technology Stack:

### - Frontend:

- HTML
- CSS
- Bootstrap

### - Backend:

- PHP
- MySQL

## 4. Project Purpose:

This project is designed to provide information about events organized by BrickMMO. Currently, BrickMMO relies on Eventbrite to inform details about its events. However, implementing its own event system will grant BrickMMO greater control and insight into attendee information. This level of control extends to access management, event creation, modification, and deletion.

This integration ensures that users won't need to navigate to a separate domain or page, allowing them to register for events directly from the BrickMMO. The application will include features such as a list of various events, a user-friendly search bar enabling users to find specific events effortlessly, and event registration functionality, facilitating a smooth process for users to register for events.

Additionally, administrators will be equipped with CRUD (Create, Read, Update, Delete) access, enabling them to manage events efficiently by creating, modifying, and deleting them.

## 5. Features list:

### - Must Have:

- Display a list of BrickMMO events.
- Display details of a particular event.
- Allow users to register for an event.
- Allow administrators to create a new event.
- Allow administrators to update a particular event.
- Allow administrators to delete events.

**- Should Have:**

- Hide the button when an event is full and display a message indicating that the event is full.
- Restrict a user from registering for an event twice with the same email.

**- Nice-to-have:**

- Send an email confirmation when a user registers for an event.

## **6. Features Breakdown:**

### **a. Narrative description**

- **Display a list of BrickMMO events.**

An anonymous user can enter and view all events organized by BrickMMO.

- **Display details of a particular event.**

When a user or admin clicks on an event, they can access detailed information of the event. This page will showcase the event's image, title, date, detailed information, organizer details, and start and end dates.

- **Allow users to register for an event.**

Users can provide their data (First Name, Last Name, Email address, Confirm Email address) to register for the event.

- **Allow administrators to create a new event.**

After logging in, administrators can create a new event in the database by completing a form with event information.

- **Allow administrators to update a particular event.**

Administrators will access a form pre-filled with event information stored in the database. After making changes and clicking update, an HTTP POST request will update the event details.

- **Allow administrators to delete events.**

Administrators can delete events from the database.

- **Hide the button when an event is full and display a message indicating that the event is full.**

If the event reaches maximum capacity, users won't be able to proceed to checkout, and a message will indicate that the event is full.

- **Restrict a user from registering for an event twice with the same email.**

If a user provides an email which is already registered for the chosen event, BrickMMO Events will display a message indicating that the email is already registered for the event.

- **Send an email confirmation when a user registers for an event.**

Once the user provides a valid email which is not registered for the chosen event, BrickMMO Events will send a confirmation email to the email provided.

b. User stories

- Students or users seek information about the events organized by BrickMMO.
- Humber students, Lego and programming enthusiasts wish to participate and register for events hosted by BrickMMO.
- Administrators have the capability to create new events in the system.
- Administrators can update and modify events organized by BrickMMO.
- Administrators are authorized to delete events in the system.

c. Database description (including entity map)

This database will consist of two entities (tables): the events table, which will list each event, and the participants table, which will contain the list of participants associated with an event (event\_id). One of the features of this project is that BrickMMO Events will only allow registration with unique emails for each event. To achieve this, the **UNIQUE KEY** keyword must be applied. This condition ensures that the insertion of repeated emails for a particular event is restricted.

However, the database will permit the same user to exist in the participants table, as long as the event\_id is linked to different events. This allows flexibility in recording users who may participate in multiple events.



d. Dataflow diagrams

<https://www.figma.com/file/WdL72aHIPZdRoc4vgyUswC/Events-Dataflow-diagrams?type=whiteboard&node-id=0-1&t=kYaxkCdPICWwAdwa-0>

e. Wireframes

<https://www.figma.com/file/rAWKF00a4hgYukaP3CvGoi/Events-HTTP-5214?type=design&node-id=0-1&mode=design&t=DleeRscKLF3dqEJI-0>

## 7. Project Timeline

