**SYSTEM REQUIREMENTS SPECIFICATION**

**Ticket Amateur Enterprises**

**Ticket Amateur**

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| VERSION: 1 | REVISION DATE: [12/6/2019] |

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# Section 1. Introduction

## 1.1 Purpose

*The Ticket Amateur desktop application is being created for the avid event goer in the Las Angeles, CA area.*

## 1.2 Business Context

*Ticket Amateur Enterprises is a startup of students for a final project*

## 1.3 Scope

*The Ticket Amateur application will allow users to search for events near Los Angeles based on venue, date, or event criteria, then allow the user to purchase a number of tickets to the event, select a seat, and email the purchased ticket to his/her email. The user will also have the ability to resend the ticket to his/her email.*

## 1.4 User Characteristics

*The user will require the use of a PC, Mac or Linux desktop computer with an internet connection.*

# Section 2. General System Description

## 2.3 Major System Capabilities

*The application will be capable of handling multiple users and account profiles. Each user/profile will contain a history of purchased events, seats, and upcoming events. It will be capable of utilizing the TicketMaster API and allowing users to search for events by keyword*

## 2.6 Assumptions

*This application will operate under the assumption that the MSSQL database backend and the TicketMaster API can be implemented into the application successfully.*

## 2.7 Dependencies

commons-logging-1.2.jar  
gson-2.8.5.jar  
commons-dbcp2-2.5.0.jar  
commons-pool2-2.6.0.jar  
java-json.jar  
log4j-1.2.17.jar  
mssql-jdbc-6.4.0.jre.jar  
java-mail-1.4.4.jar  
Java EE 7 API Library - javaee-api-7.0.jar

## 2.8 Operational Scenarios

Avid event goers will use the TicketAmateur desktop application to search events by their desired category, a category and a given zip-code, or just a zip-code. The user can then purchase seats to the event and have the ticket and event information emailed to their account email address.Events are limited to the United States.

# Section 3. System Capabilities, Conditions, and Constraints

## 3.2 Functional Requirements

*Login Screen: Authenticate user credentials at the login screen and allow access to his/her profile and dashboard*

*Dashboard: The Landing Page will show the user their top 4 upcoming purchased events and the top 4 upcoming events in their area with the option of purchasing a ticket. Menu options include editing their account, going back to the Landing Page, Find Events, and View Purchased Events.*

*Ticket: Utilizing the TicketMasterAPI, pull necessary data (image, event name, place, time, date, price from the API and display it within the ticket component. Have mechanism for the user to simulate purchasing a ticket. Do not save event data unless purchased.*

*PurchaseTicket: Simulate the purchasing of a ticket based on the number of seats and allow the user to select seats from a simulate venue. Maintain data persistence of purchased ticket information*

*Venue: Display the seats and label them as available or not available. When a user purchases a seat, relabel that seat as unavailable. Maintain data persistence of purchased seat data. Due to the complexity of seating data for the TicketMasterAPI, randomly generated venue’s will be created in place of live seating data.*

*Purchased Tickets: Allow the user to view the list of purchased tickets and accompanying information including event, time/date, and seat locations. Allow user to resend the ticket to his/her e-mail account.*

*Logout: Log the user out of the system and persist all relevant data.*

## 3.4 Logical Data Requirements

*See DataDictionary.xlsx*

 