

COSC 4P02 - Project Proposal - Eventic

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Software Engineering II

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Brock University

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1 Problem

Event organizers often face significant challenges in managing and promoting events efficiently. Key issues include difficulty in tracking registrations, managing payments, and ensuring seamless communication with attendees. Additionally, existing solutions are often fragmented, requiring organizers to juggle multiple tools, leading to inefficiencies and higher costs. As a result, event planning becomes a complex and time-consuming process that detracts from the overall attendee experience.

2 Objective

Our objective is to develop *Eventic*, a web-based Software-as-a-Service (SaaS) platform that provides a solution for event management and ticketing. Eventic will allow users to create, promote, and manage events while offering a streamlined ticketing system. Core features will include:

- Easy event creation with customizable templates
- Integrated registration and payment processing
- Real-time attendee engagement tools, such as notifications and surveys
- Analytical dashboards for event performance insights

Eventic aims to be the go-to platform for event organizers, enabling them to focus on delivering exceptional experiences for attendees.

3 Software Engineering Process

For the development of Eventic, we will employ the Agile-Scrum methodology. This process enables iterative development and continuous feedback, ensuring that the platform aligns with stakeholder requirements. Each sprint will consist of the following stages:

1. **Sprint Planning:** Define user stories and tasks based on the product backlog.
2. **Development and Testing:** Implement features and conduct unit testing.
3. **Daily Stand-ups:** Discuss progress, challenges, and next steps.
4. **Sprint Review and Retrospective:** Assess completed work and identify areas for improvement.

This approach promotes collaboration and adaptability, ensuring the successful delivery of a high-quality product.

4 Team Structure

Team Member	Role
Yi Li	Product Owner, Development Team
Justin Bai	Scrum Master, Development Team
Xuefei Yao	Development Team
Zhanping Zhou	Development Team
Michael Zhou	Development Team
Shoei Yamamoto	Development Team

5 GitHub Repository

All project-related code, assets, and documentation will be hosted on our GitHub repository:

<https://github.com/Coolmeteor/Eventic>

6 Timeline

Dates	Task
Jan 8 - Jan 12	Create Project Proposal (due Jan 12)
Jan 13 - Jan 19	Release Planning Meeting (Invite the TA) to finalize the requirements Generate user stories and draft product backlog and first sprint backlog (due Jan 19)
Jan 21	Sprint 1 Planning Meeting Begin Sprint 1
Feb 4	Sprint 1 Review Sprint 1 Retrospective Sprint 2 Planning Meeting Begin Sprint 2
Feb 18	Sprint 2 Review Sprint 2 Retrospective Sprint 3 Planning Meeting Begin Sprint 3 Create Progress Report 1 (Due Feb 23)
Mar 4	Sprint 3 Review Sprint 3 Retrospective Sprint 4 Planning Meeting Begin Sprint 4
Mar 18	Sprint 4 Review Sprint 4 Retrospective Sprint 5 Planning Meeting Begin Sprint 5 Create Progress Report 2 (Due Mar 22)

Apr 1	Sprint 5 Review Sprint 5 Retrospective Product Deployment Prepare Final Report and Presentation (Due Apr 14 - Apr 25)
Apr 14 - Apr 25	Final Report and Presentation

7 Recurring Meetings

Synchronous weekly team meetings will be held every Tuesday at 10:00 AM. During sprint progress, asynchronous stand-ups will be held daily. Additional meetings will be scheduled as needed based on project milestones and challenges.