**Event Management System - Project Plan**

**Title Page**

* **Project Name:** Event Management System
* **Team Members:** [Dipanshu, Shubhneet, Sukhmanpreet, Davinder, Arshdeep]
* **Class Code:** [Computer Programming {Semester IV}]

**Project Goal**

The goal of the Event Management System is to provide an efficient and user-friendly platform for planning, organizing, and managing events. This system will help event planners streamline tasks such as scheduling, ticketing, attendee management, and venue coordination.

**Roles and Responsibilities**

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| --- | --- | --- |
| **Team Member** | **Role** | **Responsibilities** |
| [Dipanshu] | Project Manager | Oversee project execution, manage deadlines, and ensure successful delivery. |
| [Sukhmanpreet, Arshdeep] | Developer | Implement system functionality, integrate APIs, and ensure technical feasibility. |
| [Shubhneet, Davinder] | Designer | Create UI/UX design, ensure user-friendly navigation, and maintain aesthetic consistency. |
| [Shubhneet, Dipanshu] | Tester | Conduct quality assurance, identify bugs, and ensure system reliability. |

**Project Elements**

The Event Management System consists of multiple interconnected modules that facilitate event planning and execution.

* **Core Features:**
  + Event Creation and Management
  + User Registration and Authentication
  + Ticketing and Payment Integration
  + Attendee Tracking and Check-In
  + Vendor and Sponsor Management
  + Notifications and Reminders
* **Tools, Frameworks, and Libraries:**
  + Frontend: React.js, HTML, CSS
  + Backend: Node.js, Express.js
  + Database: MongoDB
  + Payment Gateway: Stripe/PayPal
  + Version Control: Git/GitHub

**Project Timeline & Milestones**

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| --- | --- | --- |
| Milestone | Description | Estimated Completion Date |
| Research & Planning | Define requirements, finalize technology stack | [01-feb-2025] |
| UI/UX Design | Create wireframes and mock-ups | [03-feb-2025] |
| Development Phase 1 | Implement core features | [07-feb-2025] |
| Development Phase 2 | Add additional functionalities | [15-feb-2025] |
| Testing & Debugging | Conduct thorough testing | [18-feb-2025] |
| Deployment | Launch system for users | [21-feb-2025] |

**Risks and Mitigation Strategies**

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| --- | --- | --- |
| Risk | Potential Impact | Mitigation Strategy |
| Technical Challenges | Delays in development | Regular code reviews, pair programming, and documentation. |
| Budget Constraints | Limited resources for premium tools | Prioritize essential features, opt for open-source alternatives. |
| User Adoption | Low engagement | Conduct surveys, gather feedback, and improve UI/UX design. |

**Communication & Work Plan**

* **Communication Tools:** Slack, Email, Trello
* **Meeting Schedule:** Weekly on Mondays at 10 AM
* **Task Assignment & Tracking:** Agile methodology using Jira/Trello
* **Version Control:** Git repository at [https://github.com/DipanshuAggarwal/EventManagementSystem]

**Additional Notes**

The Event Management System aims to simplify the event planning process by automating key tasks and improving user experience. The system will undergo continuous improvements based on user feedback and technological advancements.