Project Summary

This project is being designed to streamline ticketing services for Syracuse University’s Carrier Dome. Each game that takes place at the dome usually has a huge crowd turnout and keeping track of all the tickets that are sold at these games becomes a huge task. The major questions that need to be taken into consideration are, how many people attend these games? How many tickets are sold in a single day? Which employees are responsible for ticket sales? Is the buyer a Syracuse student? How many ticketing booths exist? What are the number of tickets that go unsold?

This system will record the ticket numbers, the transactions where the tickets are sold

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| --- | --- |
| **Customer** | **Data about the customers buying tickets** |
| cust\_id | unique id of the customer |
| First\_name | first name of the customer |
| Last\_name | last name of the customer |
| SU | dummy variable to know whether the person is an SU student |
| SUID | SUID if applicable |
| Phone | phone number |
|  |  |
| **Employee** | **Data about employees who work at the dome** |
| Emp\_id | unique id of the employee |
| First\_name | first name of the employee |
| Last\_name | last name of the employee |
| Designation | Designation of the employee |
| Gate\_id | the id of the gate the employee works at |
| **Game** | **Data about the games that take place at the dome** |
| Game\_id | Unique id of the game |
| Team1 | name of competing team 1 |
| Team2 | name of competing team 2 |
| Date | Date of game |
| Time | Time game starts |
| **Booth** | **data about ticket booths** |
| Booth\_id | unique id of booth |
| Gate\_id | gate if where booth is located |
| Tickets\_sold | no of tickets sold |
| Emp\_id | employee id of person stationed |
| **Ticket** | **Ticket** |
| Ticket\_id | unique id of ticket |
| Game\_id | game id of associated game |
| Customer\_id | id of customer who buys ticket |
| Seat\_type | code for type of seat |
| Booth\_id | id of booth where it was sold |
| **Seat** | **holds codes for seat type** |
| Seat\_code | numeric code for seat category |
| Seat\_type | Seat\_type |
| **Transaction** | **data about each transaction** |
| transaction\_id | unique transaction id |
| ticket\_id | id of associated ticket |
| Customer\_id | id of customer who buys ticket |
| game\_id | id of associated game |
| **Gate** | **data about dome gates** |
| gate\_id | unique gate id |
| no\_of\_employees | count of employees who work at the gate |
| no\_of\_booths | count of number of ticket booths |
| Tickets\_sold | number of tickets sold |