CSE6224 Software Requirement ENG
Project Part 1

Task 1: Team Formation and Project Preliminary

Title: Campus Event Check-in System (CECS)

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1 Vision

The Campus Event Check-in System (CECS) aims to revolutionize campus event management by delivering a smooth, mobile-first platform that integrates student ID authentication, QR-based check-in, and flexible payment processing, including both online and onsite methods.

Students will be enabled to view event listings, register for events, receive real-time notifications, and make secure payments via their preferred method. During event day, participants can conveniently check in using a scanned QR code, followed by entering their name, student ID, and ticket ID to verify attendance. After the event, they will be prompted to submit ratings and feedback, promoting engagement and continuous improvement.

For administrators, the system provides powerful tools to create and manage events, generate QR codes, track attendance in real-time, handle refund requests, and analyze participant feedback. It also syncs with the Authentication Server for secure logins and the Payment Server to keep all transactions clear and traceable.

This platform replaces the old, clunky processes with a smooth, automated system that cuts down on admin hassle, boosts reliability, and provides helpful reports and data just when you need them.

Overall, it turns campus events into a smarter, more engaging experience—making participation easier, more transparent, and based on real data—while saving costs and helping plan resources better.

2 Scope

The Campus Event Check-in System (CECS) is a mobile-based software product designed to allow students to view available events and choose which ones to join. The system manages campus event registration, attendance tracking, secure payments, and feedback collection. It integrates with the university's Authentication Server and Payment Server, enabling students to log in via mobile, register for events, and verify their attendance using QR codes alongside their Student ID information.

Students can choose between two payment methods: online payment (via FPX or TNG eWallet) and on-site payment. The system also supports features such as viewing payment receipts, requesting refunds, and receiving real-time notifications after successful registration. After attending an event, students will be prompted to submit ratings and feedback through the mobile interface.

Admins, via their mobile interface, can create and manage events, generate QR codes, track attendance in real-time, view feedback, handle refund requests, and generate payment reports.

The system is only designed to work on mobile devices and can't be used on a computer or through a web browser. It will be applied within the university setting to support a variety of academic, cultural, and extracurricular events.

The goal is to digitize and simplify the event participation process, eliminate manual errors, reduce administrative effort, and enhance the student experience by providing a smooth, mobile-first solution.

This system aligns with the university's objective to modernize campus operations through mobile technology—improving accessibility, operational efficiency, and overall event engagement.

3 Goals

The primary goal of the Campus Event Check-in System（CECS）is to enhance and digitize the entire lifecycle of campus event participation through a mobile-only platform. The system simplifies event registration, attendance verification using QR codes and Student ID, payment processing (online and on-site), and post-event feedback collection.

By automating these key processes, the system reduces the administrative burden on event organizers, improves operational efficiency, and provides real-time data insights for better decision-making. It ensures students have a smooth experience, from viewing and registering for events to make payments and check in at event venues.

A major goal is to enhance student convenience by eliminating manual paperwork, reducing wait times during check-in, and minimizing errors in attendance tracking. Students receive real-time notifications after registration and can easily access payment receipts or submit refund requests through the mobile interface.

For administrators, the system enables full mobile-based event management, including event creation, QR code generation for check-in, attendance tracking, refund handling, feedback review, and reporting.

Besides, the system supports the university’s strategic vision of becoming a digitally connected and efficient campus. It promotes data-driven event planning, improves cross-departmental coordination, and promotes greater student engagement through technology.

The successful deployment of this mobile system will contribute to a more organized, responsive, and engaging campus event environment for both students and administrators.