

Yesterday 14:10

Today we will discuss our project task 1 which is Team Formation and Project Preliminary

PANG TIAN YOU Yesterday 14:11

PY

Ok no problem

SLOW YI LING Yesterday 14:11

SL

sure

Yesterday 14:12

For the Team Formation: Create a Microsoft Teams group chat to manage your project communication and collaboration.

We already create a MS Team for disccustion and also create a Github for update our Project .We also got create a Whatsapp group for informing the date of meeting



The topic for our project is Campus Event Check-in System with Student ID and Payment Integration

This is the Vision that i copy from the project part 1 guideline

Vision (System Overview)

This project involves creating a digital check-in system for campus events that integrates with both the university's student identification database and payment processing system. The platform streamlines event attendance tracking while handling ticket verification and on-site purchases.

So now we will start disscussing the Project Preliminary which is project vision, scope, and goals.

any idea for the vision ?

LIM KAI SHEN Yesterday 14:16

LS

- Create a centralized platform for campus event registration, check-in, and payment.
- Allow students to register using their Student ID and check in via QR code or ID scan.
- Enable secure online payment for paid events using integrated payment gateways.
- Provide real-time event monitoring and analytics for event organizers.
- Eliminate manual attendance tracking and paper-based systems.

SIOW YI LING Yesterday 14:17

SL

To develop a unified and secure Campus Event Check-in System that transforms how campus events are managed and attended by integrating student ID authentication and payment capabilities. This system will streamline event access, improve data accuracy, and enhance student engagement—serving as a reliable foundation for efficient decision-making, better resource allocation, and long-term cost-effectiveness.

By focusing on key goals such as simplifying the check-in process, integrating with university systems, improving attendance tracking, and enabling data-driven planning, the platform will justify its expenses through reduced administrative overhead, improved user satisfaction, and more insightful reporting for university event planning and budgeting.

this is my opinion for vision

LIM KAI SHEN Yesterday 14:17

LS

- Improve the event experience for students through convenience and transparency.
- Support campus administrators in managing users, events, and financial reports.
- Foster a more connected, efficient, and digitally-enabled campus environment.

PANG TIAN YOU Yesterday 14:19

PY

- Students can quickly register for events online or on-site using their digital student IDs.
- Integration with payment gateways ensures smooth and secure transactions for ticket purchases, merchandise, or event-related fees.

Yesterday 14:23

I think This system aims to provide:

- Faster and more accurate event attendance tracking
- Secure and immediate verification of student identity and ticket status
- Streamlined payment for event-related purchases
- Reliable data for event organizers to review attendance and financial reports

LIM KAI SHEN 2025/4/26 14:16

Create a centralized platform for campus event registration, check-in, and payment. Allow students to register using their Student ID and...

I think this is more like scope or goal

PANG TIAN YOU Yesterday 14:27 Edited

PY

SIOW YI LING 2025/4/26 14:17

To develop a unified and secure Campus Event Check-in System that transforms how campus events are managed and attended by...

I think this can use

LIM KAI SHEN Yesterday 14:27

LS

PANG TIAN YOU 2025/4/26 14:27

I think this can use

i agree with u

Yesterday 14:27

SIOW YI LING 2025/4/26 14:17

To develop a unified and secure Campus Event Check-in System that transforms how campus events are managed and attended by...

ya same with my idea

LIM KAI SHEN 2025/4/26 14:17

Improve the event experience for students through convenience and transparency. Support campus administrators in managing users,...

Ya all the point can write in vision

Edited

so i think we can write the vision in few paragraph

PANG TIAN YOU Yesterday 14:29

PY

Can

SIOW YI LING Yesterday 14:30

SL

sure

Yesterday 14:32

for me i think the vision can write like this

Currently, campus event check-ins are handled manually through paper-based attendance lists and separate payment processes, resulting in inefficiencies, errors, and slow operations. To address these issues, this project aims to develop a **Campus Event Check-in System** that integrates directly with the university's student ID database and payment processing platform.

The new system will allow students to check into events by scanning their student ID cards, verify ticket validity automatically, and process any event-related payments seamlessly. Organizers will benefit from real-time attendance tracking, automated financial reporting, and improved event management efficiency.

The main goal is to provide a digital, integrated platform that enhances the event experience for students and simplifies operations for staff. This system supports better decision-making, ensures data accuracy, reduces administrative burdens, and improves the overall quality and reliability of event management.

The investment is justified by the long-term gains in efficiency, reduction of errors, improved student satisfaction, and cost savings from automating manual processes.

LIM KAI SHEN Yesterday 14:34

LS

The **Campus Event Check-in System** envisions a seamless, digital-first platform that transforms the way students register, pay, and check-in for events at university campuses. By integrating Student ID verification with a secure payment gateway, the system aims to modernize event participation, reduce manual administrative tasks, and create a more engaging event experience for all stakeholders.

It empowers students with fast, paperless access to campus activities while providing event organizers and administrators with real-time data analytics, financial tracking, and attendee management tools.

Ultimately, the system supports a vibrant campus culture by making event organization and attendance easier, smarter, and more efficient.

SLOW YI LING Yesterday 14:34 Edited

SL

The Campus Event Check-in System aims to transform how campus events are organized and experienced by creating a seamless, digital-first platform that integrates student ID verification and secure payment processing.

By replacing manual attendance lists and separate payment methods, the system will allow students to quickly register, pay, and check in by simply scanning their student ID cards, ensuring fast and accurate event access.

Event organizers and administrators will benefit from real-time attendance tracking, automated financial reporting, and powerful data analytics to enhance event planning and management.

The platform will reduce administrative burdens, minimize human errors, and improve the overall efficiency and reliability of event operations.

Ultimately, this system supports a vibrant and engaging campus culture by making event participation easier, smarter, and more efficient.

The investment is justified by long-term gains in operational efficiency, higher student satisfaction, cost savings from automation, and better decision-making through accurate, real-time data insights.

I summarize our answers.

PANG TIAN YOU Yesterday 14:35 Edited

PY

The Campus Event Check-In System with Student ID and Payment Integration is envisioned as a cutting-edge platform designed to streamline campus event management and enhance student engagement. This system will enable students to register for events, make payments, and check in using their digital student IDs, ensuring a seamless and efficient experience. It will cater to the diverse needs of a modern campus community, promoting participation in various events and fostering a dynamic and inclusive campus culture.

At its core, the system offers a seamless user experience through intuitive mobile and web interfaces, allowing students to browse upcoming events, register instantly, and access tickets or receipts. By leveraging QR codes and NFC technology, it ensures rapid, contactless check-ins, eliminating long queues and reducing manual labor at entry points. Organizers benefit from real-time attendance tracking and analytics, enabling them to optimize event planning and improve participation rates effectively.

Payment integration is a cornerstone of this system, allowing students to pay for tickets, merchandise, or event-related fees securely and conveniently. With support for multiple payment methods, including credit/debit cards, digital wallets, and campus cash, the platform caters to the diverse financial preferences of the student body. Moreover, the system adheres to stringent security protocols to protect personal data and financial information, ensuring a safe transaction environment for all users.

The platform is designed to be interoperable with existing campus infrastructure, such as student ID systems, learning management systems (LMS), and campus applications, ensuring a seamless connection between different systems. It is also scalable to accommodate a wide range of events, from small workshops to large campus festivals, ensuring its relevance across various scenarios. Furthermore, the system prioritizes accessibility and inclusivity by adhering to international standards like WCAG and providing multilingual support for diverse student populations.

In essence, this system is a transformative tool that redefines how campus events are managed. It enhances convenience for students, empowers organizers with data-driven insights, and fosters a more engaging and vibrant campus environment. By bridging technology with student life, it sets a new benchmark for event management in educational institutions.

SLOW YI LING 2025/4/26 14:34

The Campus Event Check-in System aims to transform how campus events are organized and experienced by creating a seamless, digital...

I think this can be our final answer

PANG TIAN YOU Yesterday 14:42

PY

ERIC TEOH WEI XIANG 2025/4/26 14:41
I think this can be our final answer

Sure. Then I think we can proceed to scope

Yesterday 14:43

Ya sure let continue to discuss our project scope

PANG TIAN YOU Yesterday 14:43

PY

Ok

SLOW YI LING Yesterday 14:44

SL

The scope of the Campus Event Check-in System includes the design, development, deployment, and maintenance of a digital platform that manages student event registration, identity verification, attendance tracking, and payment integration. The system will connect directly with the university's existing student identification database and payment gateway to streamline operations and improve event management.

Specifically, the system will:

- Allow students to log in securely using their student ID credentials.
- Enable students to register for events, verify attendance eligibility, and handle any required ticket purchases or event fees digitally.
- Provide event organizers with tools for creating and managing event listings, monitoring attendance in real-time, and accessing financial reports.
- Automatically synchronize with the university's databases to validate student status and payment confirmations.
- Generate real-time attendance and financial reports for university administrators to support planning and evaluation.
- Ensure the platform is accessible, user-friendly, and scalable for various types of campus events (e.g., workshops, fairs, conferences, reunions).
- Include administrative features for managing user accounts, event settings, and reporting dashboards.
- Maintain high standards of data security and privacy in line with university IT policies.

This is my answer for scope.

LIM KAI SHEN Yesterday 14:44

LS
⊗

I think scope is **event creation, student registration, payment handling, QR code-based check-in, and attendance tracking.**

Core modules include:

- **Student Module**
 - Student registration and login (with Student ID authentication)
 - Browse available events
 - Pay for event tickets securely
 - Receive QR codes for check-in
 - Track event participation history
- **Organizer Module**
 - Create, update, and manage events
 - Set event details (free/paid, location, time)
 - Monitor registrations and check-ins in real-time
 - View payment status for participants
 - Export reports for attendance and finance
- **Admin Module**
 - Approve events and organizers
 - Manage users and system settings
 - Monitor system-wide activity
 - Generate overall analytics and payment summaries
 - Handle refunds or payment issues

Platform:

- **Web application** (mobile responsive)
- **Technology stack:** React (frontend), FastAPI/Python (backend), PostgreSQL database
- **Payment integration:** Stripe, FPX (Financial Process Exchange) or equivalent

SLOW YI LING Yesterday 14:50



Out of Scope:

- Physical card scanning or manual attendance recording methods.
- Integration with external (non-university) payment systems or databases.
- Social media login or third-party authentication unrelated to student IDs.

Add-on for my answer

PANG TIAN YOU Yesterday 14:50



• Purpose

The system will be designed to streamline the end-to-end process of campus event management, focusing on event registration, check-ins, and payment integration. Its primary goal is to enhance the experience for students, faculty, and event organizers while increasing efficiency and security.

• Key Features

- **Event Registration:** Allow students to register for campus events through a mobile or web interface using their student IDs.
- **Payment Processing:** Enable secure and seamless payments for event fees, tickets, and merchandise using various methods, including credit/debit cards, digital wallets, and campus cash.
- **Check-In System:** Support QR code and NFC-based check-ins for quick and contactless event entry.
- **Notifications and Updates:** Notify students about upcoming events, registration deadlines, and payment confirmations.
- **Analytics Dashboard:** Provide organizers with real-time data on ticket sales, attendance, and event performance.

• User Roles and Access

- **Students:** Can register for events, view event details, make payments, and check in using digital IDs.
- **Organizers:** Can create events, monitor registrations, and access analytics for planning and evaluation.
- **Administrators:** Can manage user access, monitor system performance, and ensure data security.

• System Boundaries

- The system will integrate with the institution's existing student information system (SIS) and payment gateways.
- It will not handle non-campus-related events or provide detailed financial reporting for tax purposes.
- Physical event setup, such as managing venue logistics or catering, is beyond the system's scope.

• Assumptions and Constraints

- All users must have a valid digital student ID to access the system.
- The system will rely on the campus Wi-Fi network for connectivity.
- Compliance with data protection and accessibility standards, such as GDPR and WCAG, is mandatory.

• Exclusions

- The system will not include features for live-streaming or virtual event hosting.
- It will not support external events hosted by non-affiliated organizations.
- In-depth CRM (Customer Relationship Management) functionalities are not included.

• Future Enhancements

- Expansion to support virtual events, including live-streaming and virtual check-ins.
- Gamification features to reward students for attending multiple events.
- Integration with social media platforms for event promotion.

I think the scope can write like this

In-Scope

This project covers the design and development of a digital check-in system for campus events with the following key features:

- **Student ID Integration:** Authentication and check-in using existing university-issued student ID cards.
- **Event Registration:** Students can register for events through a web-based or mobile-friendly interface.
- **Payment Integration:** Secure processing of event-related payments through an integrated payment gateway.
- **Real-Time Check-In and Attendance Tracking:** Organizers can monitor live attendance status during events.
- **Automated Reporting:** Generation of attendance and financial reports for event organizers and administrators.
- **Admin Dashboard:** Interface for event creation, participant management, and system monitoring.
- **User Notifications:** Email or in-app alerts related to event registration, payment confirmation, and reminders.

Out-of-Scope

- Management of third-party vendor payments (e.g., merchandise, food vendors).
- Development of a native mobile application (initial version will be web-based).
- Physical hardware implementation (e.g., ID scanners or kiosks not included in the development scope).
- Integration with external ticketing platforms.
- Handling refunds or payment disputes (to be managed manually by university finance department).

Target Users

- **Students:** For event registration, payment, and check-in.
- **Event Organizers:** For managing events and viewing attendance/payment data.
- **University Administrators:** For monitoring system usage and generating reports.

Platform Scope

- The system will be accessible via standard web browsers on desktop and mobile devices.
- Integration with the university's existing student database and internal payment system will be prioritized.

SIOW YI LING Yesterday 14:57

SL

1.2 Scope

(Mapped to 9.6.3 Scope)

Define the boundaries of the software product, including its capabilities and coverage.

Example:

The system will manage the submission, review, approval, and notification of research grant applications.

1.2 Scope

ATMS shall facilitate mainly the following operations:

- Start up and shutdown of ATMS.
- Withdrawal, cash deposit, fund transfer and balance inquiry.

SRS

PANG TIAN YOU Yesterday 14:58

PY

Scope:

1. In-Scope
2. Out-Scope
3. Target User
4. System Boundaries

Yesterday 14:59

I think we can follow this template to write our scope

5.5 Software requirements specification (SRS) contents

5.5.1 SRS overview

This section defines the summary overview of the software requirements specification (SRS). The product shall produce the following information data content in accordance with the product's policies with respect to the software requirements specification. Organization of the content such as the order and section numbers may be referred to in accordance with the project's style guide management policies.

5.5.2 Purpose

Substate the purpose of the software to be specified.

5.5.3 Scope

Describe the scope of the software under consideration by:

- a) identifying the software product(s) to be produced by user (e.g., User Manual, Report Documents, etc.);
- b) explaining what the software product(s) will do;
- c) describing the application of the software being specified, including software benefits, objectives, and constraints; and
- d) listing associated with similar statements to higher level specifications (e.g., a system requirements specification), if they exist.

Yesterday 15:27

The **Campus Event Check-in System with Student ID and Payment Integration** is a web-based software product designed to manage and streamline campus event registration, attendance tracking, and payment processing. The system will integrate with the university's existing student database and payment gateway, enabling students to register for events, verify their identities using their Student ID, and complete payments securely online. Event organizers will be able to manage event details, track attendance in real-time, and generate reports regarding event participation and payments.

The system's primary application will be within the university context, facilitating the smooth operation of academic, extracurricular, and cultural events. The software will significantly improve the efficiency of event management, reducing manual processes and minimizing administrative workload. The goal of the system is to enhance the student experience by providing a seamless, automated process for event registration, check-in, and payments, thus reducing waiting times and errors. It will also provide organizers with data-driven insights for planning future events.

However, the system will not include third-party vendor integration, native mobile application development, or the deployment of physical hardware like ID scanners or kiosks. Additionally, refund handling and management of external event vendors will not be part of the system's scope.

This system aligns with the university's broader initiative to modernize administrative processes and enhance the overall student experience, ensuring it supports the strategic goals of improving operational efficiency and digitizing campus services.

I think the scope can be write follow the ISO/IEC/IEEE 29148:2018

SLOW YI LING Yesterday 15:28

SL

but i think we also can follow the our of scope, target user and in of scope

LIM KAI SHEN Yesterday 15:29

LS

i think the scope can write in-scope and out of scope

PANG TIAN YOU Yesterday 15:29

PY

I think we need discuss with Madam for choose which can use

LIM KAI SHEN Yesterday 15:29

LS

agree

Yesterday 15:32

ok agree

So now we skip this scope let use discuss the goal first

PANG TIAN YOU Yesterday 15:34

PY

Ok

Yesterday 15:41

i this the project goal can be written like this

Project Goals

The primary goal of the **Campus Event Check-in System** is to streamline the process of event registration, attendance tracking, and payment handling for campus events. By automating these tasks, the system will reduce administrative burden, enhance efficiency, and provide real-time data for event organizers. The system will provide students with a seamless and convenient platform to register for events, verify their identity, and make payments securely.

Another key goal is to improve the overall student experience by reducing wait times, minimizing errors in attendance tracking, and allowing for faster check-ins. This will help create a smoother and more enjoyable event experience for participants. Additionally, the system will enable event organizers to manage events more effectively by providing automated reporting and real-time insights into attendance and payments.

Furthermore, the system will support the university's long-term goals of digitizing administrative processes, improving operational efficiency, and enabling data-driven decision-making. By integrating with existing university systems, such as the student database and payment gateways, the project aims to enhance overall coordination across various departments. The successful implementation of this system will contribute to the university's strategic objectives of fostering a more connected, tech-savvy campus while enhancing the overall event management process for both students and administrators.

SIOW YI LING Yesterday 15:42

SL

i agree this one

PANG TIAN YOU Yesterday 15:42

PY

Enhance Event Accessibility and Participation

- Simplify the process for students to discover, register for, and participate in campus events.
- Ensure that students with diverse needs, including those with disabilities, can access the system effortlessly.

Improve Check-In Efficiency

- Minimize wait times at event entrances with rapid, contactless check-in methods using digital student IDs, QR codes, or NFC technology.
- Ensure accurate tracking of attendees in real time.

Ensure System Security and Reliability

- Safeguard personal and financial data through robust security protocols.
- Design the system for high availability and scalability to handle a wide range of event sizes and frequencies.

LIM KAI SHEN Yesterday 15:43

LS

agree agree

Yesterday 15:45

ERIC TEOH WEI XIANG 2025/4/26 15:41

i this the project goal can be written like this Project Goals The primary goal of the Campus Event Check-in System is to streamline...

So i think the final version of the Project Goals will be this answer

I think that is all for today discuss for project task 1

Thank you everyone

LIM KAI SHEN Yesterday 15:47

LS
(3)

thank u

PANG TIAN YOU Yesterday 15:47

PY
0

Thank you leader~

Yesterday 15:53 Meeting ended 1h 54m 27s