EVENTHIVE

DATABASE PROJECT

Scope of Work

1. Project Overview

The project aims to create a centralized platform for organizations to showcase, advertise and manage their events. This platform will include event descriptions, pricing, ticket availability, and ticket booking, making it easier for attendees to book and attend events. Additionally, the project will streamline the ticket reservation process through the use of WhatsApp messages or QR codes, allowing users to purchase tickets conveniently and receive them directly on their mobile devices. The ultimate goal is to promote a vibrant and engaged campus community by connecting user activities and organizations with the user body through a user-friendly interface.

2. Project Objectives

- Enable organizers to easily list their events for users.
- Enable organizers to manage event bookings, attendance, and ticket sales seamlessly through a single platform.
- Allow users to easily search for events based on their preferred categories.
- Allow users to book tickets for multiple events and obtain their tickets through a single platform.
- Make the check-in process faster and easier by using QR Codes for tickets.

3. Deliverables

Event Listing:
- Create a system that allows organizations to post details about their events, including descriptions, prices, and ticket availability.
- Develop a user-friendly interface that makes it easy for event organizers to add and manage events.
- Make it simple for users to browse upcoming events, search for events based on specific criteria, and view event details and images.

Event Discovery:
- Create a platform that helps users discover events happening on campus, using search and filtering functionality.
- Make it easy for users to share events on social media, and to receive notifications when new events are added.

Ticketing and Reservation:
- Develop a system that allows users to reserve tickets for events, either online or via WhatsApp messages.
- Use QR codes to simplify event check-in and ticket verification.

- Make it easy for event organizers to manage ticket sales, set pricing tiers, and limited ticket availability.

Community Engagement:
- Create a system that enables users to review and rate events, and to share feedback with event organizers.
- Encourage users to share events on social media, and to connect around common interests.

4. In Scope

- Event creation and management tools for user activities and organizations, including the ability to add event descriptions, images, pricing, and ticket availability.
- A user-friendly interface for users to browse and search for events based on criteria such as date, location, and category. This interface could also allow users to filter events based on their interests, as well as save events to their personal calendars.
- An automated ticket reservation system, allowing users to purchase tickets directly through the platform and receive them on their mobile devices via QR codes or other digital means.
- Analytics and reporting tools for event organizers to track ticket sales, attendance, and other metrics to help them plan and improve future events.
- Ticket payment processing by integration with external payment gateway.

5. Out of Scope

- Physical event promotion or advertising services beyond the platform itself.
- Non-event related content or services such as news, classifieds, or job postings.
- In-depth event planning and coordination services such as venue selection or vendor management.
- Customizable branding or design options beyond basic theming of the platform.
- Third-party integrations beyond those necessary for the platform's core functionality, such as social media sharing or calendar synchronization.
- Advanced data analysis or machine learning capabilities, as these would likely require significant development effort and data science expertise that may not align with the platform's primary mission.

6. Project Timeline

(Sprint 1) **Initiation Phase:**
- **Planning**

(Sprint 2) **Analysis Phase:**
- **SOW**
- **SRS**
- **Test Cases**

(Sprint 3) **Design Phase:**
- **High-Level Design**

- **Detailed Design Document**

(Sprint 4) **Development Phase:**
- **Front End**
- **Back End**
- **Data Base**

(Sprint 5) **Testing Phase:**
- **Integration Testing**

(Sprint 6) **Closure Phase:**
- **Report**
- **Presentation**

7. Team Structure

Project Manager:
- Ahmed Essam

Front End:
- (Team Leader) Hoda Elnaghy
- Noran Samy
- Ahmed Essam
- Mohamed Shehata

Back End/Testing:
- (Team Leader) Khalid Zahra
- Essam Said
- Shady Nabil
- Ahmed Mahmoud
- Ahmed Mohamed Abdo

Database:
- (Team Leader) Mohamed Alaa
- Shady Mansour
- Youssef Alaa