

Fontys University of Applied Sciences

# **Event manager**

Project Plan

**ProP**

**Code Embassy**

Ivelin Slavchev

Vasil Sirakov

Lyubomir Yankov

Marina Tzenkova

## Contents

Project Statement	3
Formal Client	3
Project Leader	3
Current Situation	3
Problem Description	3
Project Goal	3
Project Deliverables and Non-Deliverables	4
Project Constraints	4
Project Risks	4
Project Phasing	4
Phase 1: Initiation	4
Phase 2: Design	4
Phase 3: Build	4
Phase 4: Test	4
Phase 5: Deploy	4

# **Project Statement**

## **Formal Client**

The client of the project is a company that organizes musical festivals and events.

## **Project Leader**

## **Current Situation**

The company wants to organize a music festival that starts on Friday evening and lasts the whole weekend. The event will take place near camping "Park Kuierpad". The company needs a software system that can be used to manage the whole event.

## **Problem Description**

The main objective is to successfully organize a music festival, which will last three days. That brings with it many problems that need to be solved. First and most importantly the project has to provide easily accessible information about the event. The system must also be able to keep track of registered users and has to be able to communicate with PayPal to ensure the correct deposits have been made.

The system needs several applications to manage activities at the event itself such as camping reservations, shops and a stand where visitors can borrow items. The system should also have social media integration which will allow visitors to share their experiences. An application is also required for monitoring visitors that leave the festival. The system must provide additional information to the festival organization:

- Current status of a certain visitor
- The transaction history of a certain visitor
- Expected visitors
- Current number of visitors
- Visitors that have left the festival
- Total balance of all event-accounts
- Total money spent by visitors at the event
- Number of booked camping spots and revenue generated from them
- Free camping spots
- Revenue of each shop
- Sold units of each offered article

## **Project Goal**

The goal of this project is to make tickets for a music festival available on the internet that are easily accessible to everyone. This will help a lot of people with buying tickets and checking them online. To achieve that a web application needs to be created in which users can create an account, buy a ticket and check in for the festival. There will be desktop applications as well

that will be used to manage activities at the event itself.

## **Project Deliverables and Non-Deliverables**

The deliverables for the project are:

- Web application for ticket purchases
- Well-designed database
- Application for entrance at the event
- Application for entrance at the camping place
- Application for shop management
- Application for stand for borrowing items
- Application for leaving the event
- Application that provides statistics about the event
- Application to process PayPal information

The project non-deliverables are:

- Source code of the application

## **Project Constraints**

**Constraint 1:** Limited amount of meetings with the client.

**Constraint 2:** Deadline we must abide to. Project must be finished in 4 months, give or take.

**Constraint 3:** C# works only on Windows, hence development must be done only on Windows.

## **Project Risks**

**Risk 1:** Not being able to present the deliverables on time.

**Risk 2:** The client not being satisfied with the presented deliverables.

**Risk 3:** The team may encounter unpredicted technical difficulties.

## **Project Phasing**

**Phase 1: Initiation**

**Phase 2: Design**

**Phase 3: Build**

**Phase 4: Test**

**Phase 5: Deploy**