**Project Proposal**

COSC 4P02 Software Engineering II

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January 12, 2025

Brock University

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**Problem**

PRJ4 from Project Outline: Event Management and Ticketing Platform (Festify)

**Objective**

The objective is to create an event management product which will be deployed as a website. This event management platform will allow organizers to host their events and users can attend, explore, review and book tickets for events. Our product will provide a user-friendly interface for users while providing powerful tools for the organizers such as multi-event management, real-time tracking of ticket sales, direct social media sharing etc.

**Importance**

Your time and energy are valuable assets if you are planning an event; marketing, handling tickets, managing payments and keeping track of everything are just a few of the many tasks at hand. ‘Festify’ streamlines the whole event planning process to give the organizer more power, and simplify event preparation, so that everyone should be able to easily organise and participate in events. It offers a centralized platform, from producing and engaging event listings to handling ticket sales, it allows you to concentrate on what matters, giving your guests an incredible experience, whether you're planning a little get-together or a huge festival.

**Description**  
Festify will be an event management website for both event organizers and event attendees. It provides a simple and versatile options for all sorts of event hosting, ticketing, and management.

Key Features for event organizers:

* Organizers can host and manage events of any size, and any kind ranging from music festivals to conferences, and would be able to track the number of tickets sold.
* **Pro Features** would give the access for each organizer to host multiple events simultaneously. Additionally, organizers can promote their events on the website by featuring them on the top of event listings. They would also get an option to request setups for their events, such as; stage arrangements, sound systems, and bouncers available for an additional cost.

As we progress, we will add new features for pro version, and basic features as well.

**Software Engineering Process**

For the project, we are going to use Agile approach for the software engineering process. With this approach, we can divide the project into smaller chunks and work on it in each sprint. Each sprint would have work divided to each member and user stories will be managed accordingly. End of sprint, we will have retrospective to discuss the objectives completed in the sprint, problems faced, and discussion on ways to improve ourselves in upcoming sprints. This gives us flexibility, clear vision and ease for sudden changes if things don’t align with the stakeholders.

The technical tools we will be using are Visual Studio, IntelliJ, and GitHub. Front-end would be implemented by using React, JavaScript, HTML, and CSS. Back-end will use Java, Node.js with express.js. For the database, we will be using MySQL. Testing would be done with JUnit.

**Team Members and Roles**

|  |  |
| --- | --- |
| Member Name | Role |
| Gautam . | Scrum Master + Developer |
| Harmanjot Malhi | Developer |
| Kartikkumar Parekh | Product Owner + Developer |
| Parampal Singh | Developer |
| Rohal Kabir | Developer |
| Sumant Patel | Developer |
| Vivek Salwan | Developer |

**GitHub Repository**

<https://github.com/Gautam4036/COSC4P02_Festify>

**Meeting Schedules**

* Each sprint will be for 2 weeks.
* Scrum Meetings: After every 2 days at 10:00 pm (20 minutes) for progress and updates
* **Sprint Retrospective Meetings: Biweekly**
* 20 January 2025
* 03 February 2025
* 17 February 2025
* 03 March 2025
* 17 March 2025
* 31 March 2025
* 07 April 2025
* 21 April 2025
* **Deadlines:**
* 12 January 2025 – Project Proposal.
* 19 January 2025 – Release Planning Document Submission.
* 23 February 2025 – 1st Progress report.
* 22 March 2025 – 2nd Progress report.

**Current Updates**

#### We’ve had two meetings;

1. **9th January 2025**:
   * Discussed the project schedule and sprint size.
   * Selected the Product Owner and Scrum Master.
2. **10th January 2025**:
   * Explored and finalised the project idea.
   * Defined product features and core functionalities.
   * Prepared the project proposal and finalised all necessary details.