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# 1. Introduction

Multimedia University (MMU) is a large institution with tens of thousands of students from both local and international backgrounds. Due to its vast student population, MMU frequently hosts a wide variety of events. With the huge number of events, our team has decided to develop an application that streamlines how students register for and attend campus events. Furthermore, help event organizers handle check-ins and payments.

Our application, “Tap&Go,” is a comprehensive Campus Event Management System designed to digitize and simplify event check-ins while integrating seamlessly with MMU’s student identification database and payment infrastructure. The system is developed to enhance coordination between event organizers and students by enabling efficient attendance tracking, ticket verification, and on-site transactions.

The platform is primarily divided into two core components. The first is the digitalcheck-in system, which involves multiple stakeholders, including students, event organizers, and the university’s administrative departments. Through access to the student ID database, event organizers can verify student identities quickly and securely during check-in.

The second component focuses on payment integration. “Tap&Go” allows students to make cashless payments for tickets, merchandise, and food at campus events. Acting as a payment intermediary, the system accommodates a variety of digital wallets and banking apps commonly used in Malaysia. This feature ensures compatibility between students’ preferred payment platforms and the vendors' or organizers' accepted methods, by processing and routing transactions accordingly.

In addition, “Tap&Go” provides a centralized event portal where students can browse upcoming events, access event details, and purchase tickets directly within the app. By offering an all-in-one solution for event management, identity verification, and cashless payments, the system aims to deliver a smoother, more efficient experience for all campus stakeholders.

# 2. Project Grouping

For the given assignment, students are required to form groups of up to four students. This is to ensure that students will be able to distribute tasks evenly and to properly simulate a working environment where discussions and decision making will occur.

The means for deciding team members will be to physically engage and recruit within our own class section. The forming of groups will be finalised through a group selection section within EbWise and by listing the names and group number on a shared microsoft excel sheet.

These are the following members decided for for our group,

1. Bryan Leow Man Uu (Leader)
2. Leong Zong Xin
3. Muhammad Aqil Danial Bin Mohd Zulkifli
4. Lovin A/L K Balasubramaniam

Work will be even assigned by our group leader to each member. The formal setting for making decisions will be to discuss in a group and to come up with the most suitable and rational decision.

# 3. Project Vision

To create an intuitive, secure, and efficient digital platform that transforms the campus event experience automating check-ins, enabling digital payments, and enhancing student engagement through personalized event management.

The system will foster a more organized, data-driven, and user-friendly event culture on campus.

# 4. Project Scope

We hope to be able to achieve:

* Student authentication using university ID system
* QR code scanning for event check-ins
* Real-time attendance tracking
* Ticket booking
* Event handling
* In-app payment
* Digital receipts and transaction history

# 5. Project Goals and Objectives

* Improve event check-in efficiency
* Increase student satisfaction
* Enable cashless event operations
* Streamline processes between the University and Event Organisers
* Centralize attendance data (Basically ticket holder when check-in store that data)

# 6. Additional information

The following are the proof of discussions and decision making within the group for task 1. 