**Software Requirements**

**Specification**

**for**

**EVENT PLANNING WEB APPLICATION**

**Version 1.0 approved**

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**Revision History**

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| **Name** | **Date** | **Reason For Changes** | **Version** |
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**1.1 Purpose**

The event planning industry is growing rapidly, but there is a lack of effective tools to help event planners manage their events efficiently. Many event planning applications are either too complex or too basic, making it difficult for event planners to manage their events effectively. Therefore, we aim to develop an event planning application that is user-friendly, flexible, and packed with features to help event planners manage their events efficiently.

**1.2 Document Conventions**

All topics typed in **Times New Roman Bold Italics** and all textual content within the topic typed in Arial Standard.

**1.3 Intended Audience and Reading Suggestions**

Sports Management Organisations (Government based or Private based) as well as HR Teams of Corporates interested to organise events for the corporate staff.

**1.4 Product Scope**

Software Description:

The event planning web application is a user-friendly and efficient tool that helps event planners manage their events effectively. The application includes features such as event creation, guest management, task assignment, and budget management, all in one platform. The scope of the application includes features such as user registration and login, event creation and management, guest management, task assignment and management, budget management, and notifications and reminders. The application aims to provide event planners with a flexible and adaptable tool to manage their events efficiently.

Benefits: The event planning web application provides several benefits to event planners, including:

- Increased efficiency: The application helps event planners manage their events more efficiently by providing all the necessary tools in one platform.

- Improved organization: The application helps event planners keep track of their events, tasks, and budgets, improving overall organization.

- Enhanced collaboration: The application allows event planners to assign tasks to team members and track their progress, enhancing collaboration.

- Better communication: The application provides notifications and reminders to keep event planners and team members informed about upcoming tasks and events.

Objectives and Goals:

The objectives of the event planning web application are to provide event planners with a user-friendly and efficient tool to manage their events effectively. The goals of the application are to improve overall efficiency, organization, collaboration, and communication for event planners.

Corporate Goals or Business Strategies: The event planning web application aligns with corporate goals and business strategies by providing event planners with a tool to manage their events effectively. The application helps event planners save time and resources, improving overall productivity and profitability.

**1.5 References**

<List any other documents or Web addresses to which this SRS refers. These may include user interface style guides, contracts, standards, system requirements specifications, use case documents, or a vision and scope document. Provide enough information so that the reader could access a copy of each reference, including title, author, version number, date, and source or location.>

**2.Overall Description**

**2.1 Product Perspective**

The Event Management System is intended to provide an alternative to the common way of Hosting, selling and Managing events which involves brokers. This way proves to be expensive for both the parties involved. The features of the application will allow the users to conveniently search for Event Mangers and events as well as attendees for events. This eliminates the need of having to avail the services of a property agent or broker, thus saving money for both the parties. Also, the contact is directly between the buyer and the seller and so clarifications and agreements can be done directly without the involvement of a third party.

**2.2 Product Functions**

* By using the Rental Property Management System, the need of a third party in the process of Booking and selling event management services is eliminated.
* Users can search Event Managers in different areas and locations without having to travel to the location.
* Direct communication between the buyer and Manager of the event .
* Clarifications can be done easily.
* Saves time for both the parties.
* Multiple available properties and buyers to choose from.

**2.3 User Classes and Characteristics**

The users of the application can be classified into two types. The ones who want to give a Service or Host (Event Mangers) and the ones who want to book the service or the event (Buyer). There is no strict distinction between the two types of users. Both the users can access all the functionality of the application.

**2.4 Operating Environment**

Since the application is a web application it can work on any device having a browser.

* Device:

- Mobile Phone,

- Computer,

- Laptops,

- Tablets.

* Operating System: Windows, Linux distributions, Mac OS, Android
* RAM: 128 MB or more
* Disk Space: 20 MB or more.
* Browsers: Mozilla Firefox 30+, Google Chrome 27.0+, Microsoft Edge. Other browsers can also be used.
* Internet connection: Strong internet connection with speed of at least 1 Mbps for best experience

**2.5 Design and Implementation Constraints**

CO-1:

The time allotted for this project is at most 3 months.

CO-2:

The front end of the application will be made using PHP, Laravel and CodeIgniter.

CO-3:

Python will be used as the language for the backend of the application and PostgreSQL will be used for the database of the application.

CO-4:

The website will be in English language. Users who do not know English will face difficulties in using the website.

**2.6 User Documentation**

Appropriate instructions will be provided at every step in the application to ensure the users do not face any difficulties while using the application. In future, we plan to add a chatbot to guide users in case they face any difficulties. Instructions will be given while filling out forms, adding photos and locations. Proper error messages will be displayed in case the user inadvertently fills wrong information or makes any mistake while using the application.

**2.7 Assumptions and Dependencies**

AS-1:

The application supports only English language. We assume the users of the application will be well versed with English.

AS-2:

The users of the application should have basic knowledge of uploading images and location.

DE-1:

The application will require Django web framework as a dependency, since we use Python as the backend language.

DE-2:

Bootstrap Framework will be used for the front end of the application.

DE-3:

For maps and geolocation, we will be using Mapbox APIs

**3. External Interface Requirements**

* **User Interfaces**

PHP and Laravel or CodeIgniter to create a web application that allows users to plan and manage events.

local development environment to build your application. tools such as XAMPP or WAMP to set up a local web server and a database (such as MySQL) to store your data.

<Images>

* **Hardware Interfaces**

The nature of the data and control interactions between the software and the hardware components of the system is mainly through HTTP and HTTPS protocols. The supported device types for the application are desktops, laptops, tablets, and smartphones, as the application is designed to be responsive and accessible from any device with a web browser.

* **Software Interfaces**

1. User Interface: The user interface is the primary interface between the application and the user. It includes elements such as buttons, forms, and menus that allow users to interact with the application. The user interface is designed to be responsive and user-friendly, and it can be accessed from any device with a web browser.

2. Database Interface: The database interface is the interface between the application and the database where all the data related to events, guests, tasks, and budgets are stored. The application uses MySQL as the database management system, and the communication protocol used is SQL.

3. Notification Interface: The notification interface is the interface between the application and the notification system that sends email and SMS notifications to event planners and team members. The application uses an email API and an SMS API to send notifications, and the communication protocols used are SMTP and HTTP.

4. Payment Interface: The payment interface is the interface between the application and the payment gateway that allows event planners to accept online payments for events. The application uses a payment API to process payments, and the communication protocols used are HTTPS and REST.

5. Hosting Interface: The hosting interface is the interface between the application and the web server or hosting service where the application is hosted. The application can be hosted on any web server or hosting service that supports PHP and MySQL, and the communication protocol used is HTTP.

* **Communications Interfaces**

1. Email: The application requires an email communication function to send notifications and reminders to event planners and team members. The application uses an email API to send emails, and the communication protocols used are SMTP and HTTP.

2. Web Browser: The application requires a web browser to access the user interface. The application is designed to be responsive and accessible from any device with a web browser.

3. Network Server Communications Protocols: The application uses HTTP and HTTPS protocols for communication between the client and server. The communication between the client and server is secure and encrypted using SSL/TLS certificates.

4. Electronic Forms: The application uses electronic forms to capture data from users, such as event details, guest lists, task assignments, and budget information. The data is stored in the database and used to manage the event.

5. Communication Standards: The application uses standard communication protocols such as HTTP, HTTPS, SMTP, and SQL.

6. Communication Security and Encryption: The communication between the client and server is secured and encrypted using SSL/TLS certificates, which ensures that data transfer is secure and confidential.

7. Data Transfer Rates: The data transfer rates between the client and server depend on the internet connection speed of the user. The application is designed to be responsive and optimized for faster data transfer rates.

8. Synchronization Mechanisms: The application uses a real-time synchronization mechanism to ensure that all users see the same data at the same time. The application uses AJAX technology to enable real-time updates and synchronization of data between the client and server.

* **System Features**

System features represent the major services provided by the event planning web application. They are organized in a logical and hierarchical manner to ensure that the application is user-friendly and efficient. The system features are designed to meet the needs of event planners and provide them with a flexible and adaptable tool to manage their events effectively.

* **User Management**
* **Event Management**
* **Notification and Reminder Management**
* **Payment Management**
* **Reporting and Analytics**
* **System Administration**

**5. Other Nonfunctional Requirements**

1. **Performance Requirements**:

- Response Time: The system should respond to user actions within 2 seconds.

- Scalability: It should handle concurrent user loads of at least 1000 users.

- Availability: The system should be available 99.9% of the time.

2. **Safety Requirements:**

- Data Backup: Regular automated data backups to prevent data loss.

- User Authentication: Secure user authentication to protect user accounts.

- Emergency Procedures: Clear procedures for handling system failures during events.

3. **Security Requirements:**

- Data Encryption: Sensitive user data should be stored and transmitted securely using encryption.

- Role-Based Access Control: Access to system functions should be based on user roles.

- Audit Trail: Maintain an audit trail of user activities for security monitoring.

4. **Software Quality Attributes:**

- Reliability: The system should be stable and free from critical errors.

- Usability: An intuitive and user-friendly interface for event organizers and attendees.

- Maintainability: Code should be well-documented and modular for easy updates.

5. **Business Rules:**

- Event Registration: Users must provide valid payment information to register for events.

- Event Cancellation: Cancellation requests within 48 hours of an event may not be eligible for refunds.

- Event Promotion: Event organizers can promote events through the platform for a fee.

These non-functional requirements ensure that the event management system is not only functional but also performs well, is secure, and meets the quality and safety standards expected by users and the business.