ProP  
system for organizing a social event

Setup Document

Course: ProP

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Group : D

Group Name: ProShots

Students: Ilia Nikushev **[321166]**

Georgi Chishirkov **[319354]**

Mikael Shaghelani Lor **[315860]** Angel Doychinov **[2507579]**

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# Preface

Preface:   
- Short description of the chapters

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# Client

# Processes

Before the event:

At that time people can visit the event website and view all of the content on it. It will contain various information about the event and its execution. On the website the user will register an account and afterward he will be able to choose between buying a single ticket for himself or buying multiple for friends (there won’t be a max number of tickets 1 person can buy for friends, when he purchases them he will have to add their names and emails, this will create a partial registration which the friends can later make full by opening the email they will receive after the purchase). For the purchase to be possible the user will have to link their PayPal account with their website account. With the payment done they will receive a unique identification number (note that this is not the same as the ID number they will get with their authenticators) by email as well as proof of purchase, with this number they can claim their ticket and authenticator card either 1 week before the event at 3 designated places around the city or just come to the event and receive it. After a user buys a ticket on the website they can book a tent in the park, they can either bring their own or book one for the event and receive it when they come in. When they make the booking they can choose how many people it will hold (max 6 per tent), after that they will be able to invite registered users on the website who have also bought a ticket into their tent. When the places have been filled the one who created the booking will pay for it.

For the employee side we will have an

The special cases here would be if the ticket limit is reached, if a user buys a ticket after the deadline and also if after a user books a place in the event and wants to get a tent when there are none left.

During the event:

As the event starts people will come in and with the identification numbers they were sent and their names they can claim their ticket and authentication card. Using either the application or the website a user can view the event map with all the different areas marked on it as well as an in-depth schedule of what will happen in the next few days. With their authenticators they will be able to purchase various goods provided in the event such as food, drinks and merchandise, they will also be able to pick up the booking for their tent (the authenticator will basically act as an ID tag proving that he is the person that made the booking) and additionally cameras, laptops, USB cables, chargers and similar stuff from the SD for a period of time.

The authenticator cards can additionally be topped up either through the website (auth. cards will be linked with the user account and PayPal, so transfer using just a laptop is possible) or with one of the placed terminals for the people who are without a laptop or cant connect to the internet. Even as the event proceeds users will still be able to book tents as long as there is a free spot open.

Additionally during the event users that browse the website or have the appropriate application can check their account data in which they can see what they have booked, their current balance, things they have bought and with how much money as well as rented equipment.

Lastly for the employees that work in the shops they will be able to select the item that is purchased by the user and easily add it to their account using the provided application.

>>doctor and renting

After the event:

All money that is left in the users event accounts will be returned via PayPal to their original bank account and the event account afterward will also be deactivated and closed.

# Functional requirements

# User Interface