

# Project Description – Cinema Web Application

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## Table of Contents

1. Background description.....	3
2. Purpose.....	3
3. Problem formulation .....	3
4. Delimitation .....	3
5. Choice of model and method .....	4

## 1. Background description

Nowadays people are searching how to spend their free time online, and they prefer to handle all operation connected to the free activity from home and then just go and enjoy their time.

This trend is clearly seen in movie projection industry. Where people don't want to come to the cinema for movie they are looking for and then on the place find out that movie is sold out and they have to wait for another projection or go home.

Another issue is to find parking place. With increasing number of cars, it's harder to find free parking place and people spend a lot of time trying to find one. This could cause frustration because no one wants to deal with this issue instead of enjoying their free time.

## 2. Purpose

The purpose of the project is to solve these issues we described in the background description. Enabling small cinemas to be visible online and enable visitors of the cinema to easily book a movie and parking so they can just enjoy their free time. Also, from the cinema perspective it's better to have centralized system where they can track users' preferences and be able to handle multiple issues online.

## 3. Problem formulation

- Bad GUI
- Improper data handling
- How to store log data
- How to get user proper response

## 4. Delimitation

- The application will be tested only for Google chrome version 68
- The cinema will have only one projection at time
- The application will not be connected to payment gateway
- The cinema will have set number of seats per movie and number of parking places
- The application will not be design with consideration of mobile responsiveness

## 5. Choice of model and method

<b>What</b> Partial problem	<b>Why</b> Why study this problem	<b>Which</b> Which models/theories are expected to be used to solve the problem
Bad GUI	Enable users to navigate through the web page	Unified GUI design with visible navigation buttons
Improper data handling	Avoid inconsistency in the data in the database	UML class diagrams Proper integration of database and tables
How to store log data	To be able to see history and make analysis	UML class diagrams Database design
How to get user proper response	To inform user when something happens in the web page	Toast implementation Request/response design