

OCTOBER 1, 2019



Software Engineering

Assignment-II

Group II

Project Plan Template

By

Jaya Krishna Mandivarapu

Nicholas Solmon Yesu

Kiruthiga Sekar

Ke Wang

Project Name: Event Me

Semester: Fall 2019

Course Name: CSC6350 Software Engineering

Group Members: Jaya Krishna Mandivarapu, Kiruthiga Sekar, Nicholas Yesu, Ke Wang

Group: Group II

Document Revision #: 1.0.0

Date of Submission: October 1, 2019

Table of Contents

2. Planning and Scheduling:	3
3. Problem Statement	4
3.4 What Alternatives Are Available? :	5
3.5 Why Is This Project Compelling and Worth Developing? :	5
3.6 Scope asnd Objectives:	5
3.7 Product Competition:	5
3.8 Innovation:	6
4. Use Cases:	7
5. System Modelling:	12
6. System Requirements	13
Appendix	17

2. Planning and Scheduling:

Name	Email	Task	Duration	Dependency	Due Date	Note
Jaya Krishna Mandivarapu	Jmandivarapu1@student.gsu.edu	Formatting, Creation GitHub, Trello, Organization	2 hrs.	ER Diagram, Database Specification, Github	October 2, 2019	Finished Everything on Time
Kiruthiga Sekar	ksekar2@student.gsu.edu	Use Case Diagram, 50 % Use Cases(#1-6)	3 hrs.	System Modelling Diagram	October 2, 2019	Finished Everything on Time
Nicholas Yesu	nyesu1@student.gsu.edu	Team Coordinator, 50% Use Cases	2 hrs.	Use Cases	Oct 2, 2019	Finished Everything on Time
Ke Wang	kwang15@student.gsu.edu	System Requirements, Making sure all the guidelines are fulfilled	2 hrs.	Use Cases	Oct 2, 2019	Finished Everything on Time

3. Problem Statement

3.1 Product Overview: Our product is a completely online event planner called Event Me with versatile features that allow the user to individualize their event and not worry about rest of additional things needed for the event. User or Client can just create event with us and we will take care of the rest of the things like decoration, food..etc needed for the event. Our product not only saves time for the clients but also will be helpful in getting the whole event package at a lower price. Functionalities for the overview of the project will first have to include our landing page that will house our different services and pages for the user, the second mandatory page will be the payment option page. This page will require the user to input a payment option or third party payment like paypal or google pay so they can secure their events on schedule. The next mandatory page will be the main function of the website which will be the create event page, this page will allow the user to create a new event and allow them to select different assets from the resources we offer, that includes type of event, assets, location, and date. Subfunctions of the event page will include edit event and delete event. The create new event/ edit existing event requires the user to make an account and sign in. The next page is our services page, this page does not require the user to sign in because the function of this page is just so the user can look and see what types of events we offer, the types of assets we offer, and so on. This gives the user an idea of what we can offer them without committing to making an account and starting the process. The next page is the gallery or (history), the functionality of this page like servies is so that users can view the past events created and brought to life by EventMe.com, this pages main purpose is to create a trust and confidence with the user so they can feel more comfortable with the website before they start their first event with EventMe. As an overview we're going to be focusing on the database API and the back end so that we can hold all the user data securely and create a fluid design on the front end so the process can take under 30min to create an event fast and easy. We're planning on using html/css, javascript, react, (possibly mysql), java, and Adobe Suite for UI/UX as the main languages to create and run this platform.

3.2 Targeted Customers: This product is meant for anyone who organizes events individually or professionally ranging from lower price level to higher price level. We also target customers who want to hassle-free events with low budget and simplicity. This can also include businesses who want to organize events at their offices or schools who'd like to plan an event for their students. EventMe services organizations as well as Individuals to allow them to create the event to their choosing and tailor an event to each individual

3.3 What Problem Does It Solve? :

The functionalities of this website provide a way for us to implement a fast and easy way to plan an event. The payment page will take a down payment of the event to secure your details like date and location so that you don't have to worry about scheduling after you've created your event. The Create

and Event page will solve the main issue of there being so much time and planning going into an event and transforms it into a page with multiple options that allow the user to customize their event in many different ways and potentially can take up to 20-30min which is exponentially faster than going about it on your own or hiring a event planner yourself. The gallery and services pages help create a confidence with the user which solves the issue of trustworthiness of the website also gives a realistic and honest example of what the user can accomplish by using EventMe.com. This page also allows us to process our data quicker in chunks and can expedite the process. The main problem that EventMe looks to solve is the long and complicated process of planning an event, with EventMe we plan to expedite the process and make it easier for the user/client so that they don't have to manually plan the event themselves or hire an expensive event planner. EventMe streamlines and simplifies the event planning process to optimize efficiency. (Saves time and money). Apart from solving the existing the event planning process it also create a unique opportunity to combine the distributed field of individual things in event planning like decoration, food .. etc to come together and to form an unified model in the field of Event planning.

3.4 What Alternatives Are Available? : As far as a completely online solution, there is none (currently) other alternatives include professional event planners (expensive and tedious).

3.5 Why Is This Project Compelling and Worth Developing? : The solution we created allows the user to organize a quality event in under an hour; this saves the user time, money, physical trips, etc. It also open the gateway to field of new collaborations between different departments and event will be responsible for bringing down the prices of the event planning. As the current event planning in US costs a lot of money ranging from tens of thousands to millions. Our product will have direct impact on thousands of users.

3.6 Scope asnd Objectives:

Describe the top-level objectives, differentiators, target customers, and scope of your product.

- Our target customers range from 18yr-60yr old individuals that are looking for a simpler solution to event planning. Our Top Level Objectives include creating a database and API on the back end and design intuitive UI for the pages on the front end. Our Differentiators include easy access to efficient event planning software, ability to customize details quickly and on the go, time and cost efficiency for professionals, etc. The scope of our project includes our top-level objectives as well as giving the user an easy to use interface and ability to customize their events after making it.

3.7 Product Competition:

What are the competitors, and what is novel in your approach?

- Our competitors are general planning software (not as big) and professional event planners.

Make it clear that the system can be built, making good use of the available resources and Technology.

- The bulk of our front end and the back end would be HTML/CSS, Nodejs and JavaScript as well as React for database/API reasons. The online event planner system is definitely in the realm of execution based on the languages mentioned above. With these languages (HTML/CSS and Javascript) we can create a fluid design on the front end that rivals our competition websites (not many) and makes it simpler than hiring a professional event planner who usually only offers only specific event types per planner. Our initial drafts for our pages can be built with UI/UX software before we develop it just so we can nail in our design first. The development of the front end will mainly come from the HTML/CSS & Javascript components of our execution to allow us mimic what we created for the UI. The React/Nodejs (and possibly mySQL) will serve as our main asset to creating and maintaining our database to hold user information in reference to our novel approach. (how we will approach this project).

3.8 Innovation:

What is interesting about this project from a technical point of view?

-This is interesting from a technical viewpoint because of the relationship we will build from front end to back end with the array of languages we plan to use so that we can achieve a seamless user experience. We will be using up to the mark front-end languages, which is technically robust and secure. For building the backend and API we will using AWS (Amazon Web Services) which will provide us will in build security and all the backend services will be written in Nodejs. All the data will be stored in the Cloud using NoSQL database Mongo db and our database will have auto backup options which is needed in case of any malfunctions.

(Please refer to our Technical Architecture Section for Further Information)

4. Use Cases:

Use Case #1

Name of the Use Case: Sign-Up

Actors: User, Admin, Database

Description:

- The user will be provided with the login/sign up page, once accessing the EventMe site
- The user will sign up (create account) by providing the details such as Name, Age, Gender, Email ID, Username, Password
- After filling the required fields, the user will hit the Sign-Up button.
- If the account is successfully created, the user will be directed to the Create Event Page
- If the account is not created, (in case of invalid email id), an error message will be prompted to the user
- The information provided by the user are stored in the database
- Admin can change the look and feel of the website and anything in the database.

Exception Path: If the user does not have an account with EventMe, they will be prompted to Sign Up

Alternate Path: There is only one path to this case

Pre-Condition: User must have reached out to the website

Use Case #2

Name of the Use Case: Log In/Log Out

Actors: User, Admin, Database

Description:

- The user after creating the account, must be able to log in to the system
- The user must provide their email id and password and hit the log in button
- The user will be directed to the home page
- The user can create a new event or can modify the existing event after logging in
- The user should be able to provide the upper limit of the budget of the event, so that the expense does not exceed the limit
- The user can also provide a feedback of the service provided

Exception Path: Once the user is signed up to EventMe, he/she can log in to the system

Alternate Path: There is only one path to this case, unless error message is prompted

Pre-Condition: Valid account must have already been made

Use Case #3

Name of the Use Case: Create Event

Actors: User, Admin, Database

Description:

- Once the user is successfully logged into the system, they must be able to create an event
- When the user clicks on the create event tab, a list of all the events are displayed like birthday party, wedding, corporate events, get together, conference, expo and so on
- After selecting the event, the user must hit the next button

- The user must click on the desired event
 - The system will be directed to the next page, where they can select the assets and theme
- Exception Path: The user cannot click on the next button, without selecting any event.
 Alternate Path: There is only one path to this case
 Pre-Condition: The user must have a valid account and signed in successfully

Use Case #4

Name of the Use Case: Assets, Event Details

Actors: User, Admin, Database

Description:

- When the user selects an event from the create event page, the system will direct the user to the next page
- The next page is the Assets and Event Details page
- In this page, the user can select the assets based on the theme of the event/party
- The user must make sure that they do not exceed the budget of the party
- The price of each asset is displayed in this page, such that the user is aware it
- When the required assets are selected
- The user must provide the details about the event, such as the venue, date and time and then hit the next button

Exception Path: The user must select at least on asset and provide the details about the event to proceed to the next page.

Alternate Path: There is only one path to this case

Pre-Condition: The user must select an event in order to get to this page

Use Case #5

Name of the Use Case: Budget Upper Limit

Actors: User, Admin, Database

Description:

- When the user is in the assets and event details page, they must be able to provide the budget of the event, before selecting the assets
- When the user tends to pick items, exceeding the budget, a warning message is displayed to the user, prompting that they are attempting to select an item above the budget
- At this point, the user can either increase the budget of the event or can proceed to check out

Exception Path: Warning message should be displayed, if the user exceeds the budget

Alternate Path: There is only one path to this case

Pre-Condition: The user must have selected an event

Post-Condition: The user can select the assets they require for the event after specifying the budget

Use Case #6

Name of the Use Case: Edit / Delete Event

Actors: User, Admin, Database

Description:

- When the user successfully created an event and specified the assets required for the event, they must be able to edit/delete the event
- Any editing or deleting the event should be done 48 hours prior to the event date
- The user will not be able to edit/delete the event when there is only 48 hours left for the event
- The user can change the assets and the event details

Exception Path: Warning will be prompted, if the user tends to edit/delete within 48 hours of the event

Alternate Path: There is no alternate path to this case

Pre-Condition: The user can edit/delete before 48 hours

Use Case #7

Name of the Use Case: Event Progress Notification

Actors: User, Database

Description:

- User Logs in to EventMe.com (Assuming user has went through sign up process)
- User will then navigate to MyEvents Page (Account Page)
- Notification is given on this page if the event status has been updated. (Assuming an event has already been created)

Exception Path: If the user does not have an account with EventMe, or the User has not already created an event there will not be notifications.

Alternate Path: There is only one path to this case

Pre-Condition: Sign Up & Completion of Create New Event

Use Case #8

Name of the Use Case: View Progress

Actors: User, Database

Description:

- User Logs in to EventMe.com (Assuming user has went through sign up process)
- User will then navigate to MyEvents Page (Account Page)
- User can view status report of all Events created by the user on this page.

Exception Path: If the user does not have an account with EventMe, or the User has not already created an event there will not be a way for the user to see event progress if one doesn't exist already.

Alternate Path: There is only one path to this case

Pre-Condition: Sign Up & Completion of Create New Event

Use Case #9

Name of the Use Case: View All Events (History/Gallery)

Actors: User, Database

Description:

- User visits EventMe.com

- Visits HomePage
- User will then navigate to History Page (made available to user on the home page)
- User can view all the past events that EventMe.com has done in form of a gallery page and short descriptions.

Exception Path: If the user does not have access to the EventMe.com site

Alternate Path: There is only one path to this case

Pre-Condition: none / access to EventMe.com

Use Case #10

Name of the Use Case: Payment (First Time User)

Actors: User

Description:

- User will navigate to the Create New Event Page from Home Page and begin the process
- Once the user has completed filling out all the information they need for the Event they have created they will be forwarded to the Payment page.
- On Payment page User is prompted to add their credit/debit card info and select the type of payment they would like to do such as “Pay All At Once”, “Finance over 3 Months”, and etc.

Exception Path: If the user does not have an account with EventMe, or the User has not already created an event they will not be able to enter in payment information. If the user enters in incorrect payment information this will also result in an error.

Alternate Path: User can visit their account page on EventMe.com and add new payment information or edit existing payment info.

Pre-Condition: User should have already went through the Create Event Path and added their initial payment information to the account.

Use Case #11

Name of the Use Case: Feedback/Reviews (View)

Actors: User

Description:

- User will navigate to the Home Page.
- User can now click on Feedback/Reviews tab
- Now the user is able to view reviews from other EventMe.com Account holders about how their event turned out.

Exception Path: If the user does not have access to EventMe.com

Alternate Path: User can visit their account page on EventMe.com and view/write a review on the event that they have completed.

Pre-Condition: none/ access to EventMe.com

Use Case #12

Name of the Use Case: Feedback/Reviews (Write)

Actors: User

Description:

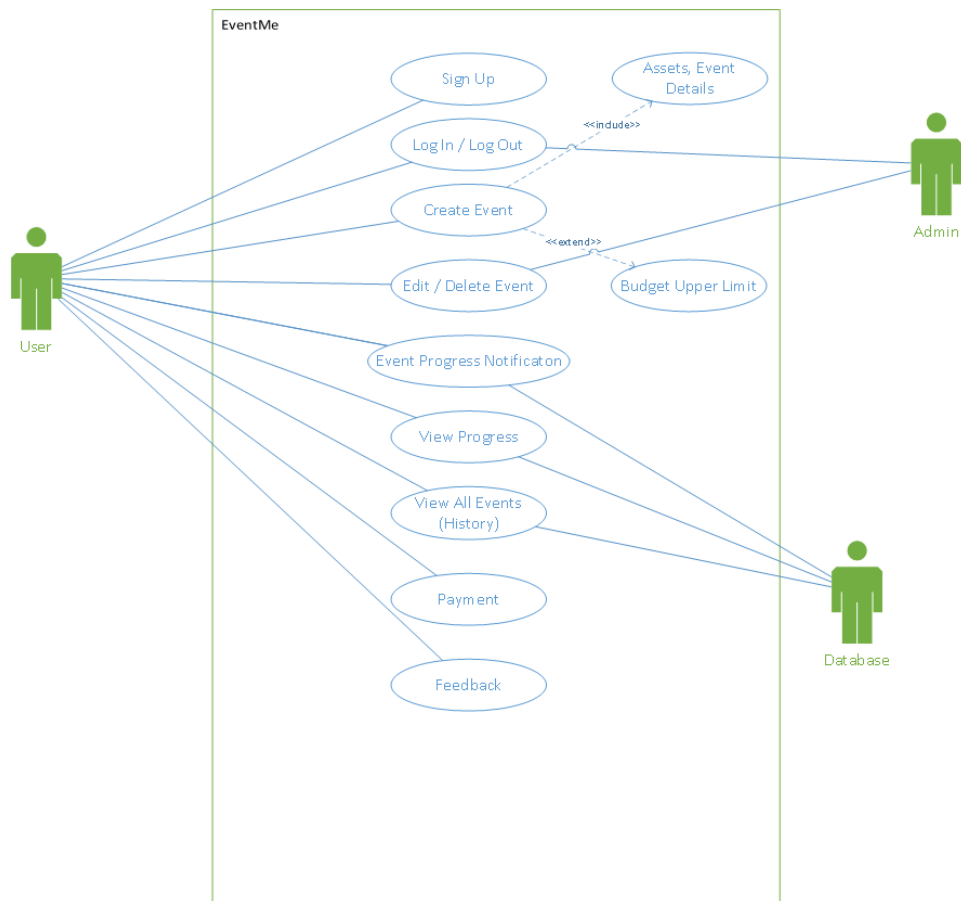
- User will sign in and navigate to account page.
- User can navigate from account page to a “Write a Review” subpage which will allow them to view their own events created with EventMe.com
- Under the user’s event (Only if it has been completed) there will a button to write a review on the event that they’ve selected.
- Once the button has been selected the user can write their review in a drop down text field on that page.

Exception Path: If the user does not have an account to EventMe.com or If they have not completed an Event with EventMe.com

Alternate Path: Only Path

Pre-Condition: Created an event, completed an event with EventMe.com, have an account.

5. System Modelling:



6. System Requirements

Requirement# 1

Use Case# 1

Name: Sign up

Introduction: The user will be able to register an account with us so that they can login and use our services.

Input: First Name, Last Name, Email, Password, Confirm Password, Phone Number, Home Address

Requirement description: The user will be able to register an account with us if all requirements are fulfilled.

- 1.All fields are completed
- 2.All the requirements from the system are met.

Output: A screen to show that the registration has been successfully completed. Then direct to login page.

Requirement# 2

Use Case# 2

Name: Log In/Log Out

Introduction: After successfully sign up an account with us, users will be able to login and use our services.

Input: Email and password.

Requirement description: The user will be able to login if all requirements are met.

- 1.All fields are completed
- 2.All the requirements from the system are met.
- 3.All entered information are matched to our database validation.

Output: Directed to Create Event page.

Requirement# 3

Use Case# 3

Name: Create Event

Introduction: After successfully login, users will be able to create events with us and this page will guide them through to create an event with us.

Input: No input.

Requirement description: The user will be able to create an event with us if all requirements are fulfilled.

- 1.At least one event is selected.
- 2.At least one asset and theme are selected for each.

Output: Directed to Assets, Event Details page.

Requirement# 4

Use Case# 4

Name: Assets, Event Details

Introduction: This will help users to customize the event.

Input: No input

Requirement description: The user will be able customize the event with us if all requirements are fulfilled.

1. The user must select at least on asset.
2. select the assets based on the theme of the event.

Output: Directed to payment page.

Requirement# 5

Use Case# 5

Name: Budget Upper Limit

Introduction: This will help users to keep down their budget so that they don't exceed the budget limit.

Input: Budget Limit

Requirement description: The user will be able to complete creating event if the service cost that they select is under the budget limit.

Output: No output

Requirement# 6

Use Case# 6

Name: Edit / Delete Event

Introduction: When the user successfully created an event and specified the assets required for the event, they must be able to edit/delete the event.

Input: No input

Requirement description: After successfully created an event and specified the assets, the user can only Edit / Delete Event 48 hours prior to the event date

Output: No output.

Requirement# 7

Use Case# 7

Name: Event Progress Notification

Introduction: After an existed user login and directed to the account page, a notification is given on this page if the event status has been updated.

Input: No input.

Requirement description: The user must have successfully created an event with us, and the event status is updated.

Output: The event status.

Requirement# 8

Use Case# 8

Name: View Progress

Introduction: User can view status report of all Events created by the user on this page.

Input: No input

Requirement description: The user must have successfully created an event with us, and the event status is updated.

Output: Status Report.

Requirement# 9

Use Case# 9

Name: View All Events (History/Gallery)

Introduction: User can view all the past events that EventMe.com has done in form of a gallery page and short descriptions.

Input: No input

Requirement description: The user must have successfully created event(s) with us, paid the bills and participated.

Output: Events in form of a gallery page and short descriptions.

Requirement# 10

Use Case# 10

Name: Payment (First Time User)

Introduction: This will help users to complete the payment with us after completed filling out all the information they need for the Event they have created

Input: Type of the card, First and last name on the card, Credit or debit card number, Security code, Expiration date, and billing address.

Requirement description: The user will be able to make a payment with us if all requirements are fulfilled.

1.All fields are completed

2.Database will verify all the information is correct and secured.

Output: A screen shows that the event has been successfully created.

Requirement# 11

Use Case# 11

Name: Feedback/Reviews (View)

Introduction: User can view reviews from other EventMe.com Account holders about how their Event is turned out.

Input: No input

Requirement description: The user must have access to our website.

Output: Reviews from other EventMe.com Account holders.

Requirement# 12

Use Case# 12

Name: Feedback/Reviews (Write)

Introduction: User can write reviews about how their Event is turned out for other EventMe.com Account holders to see.

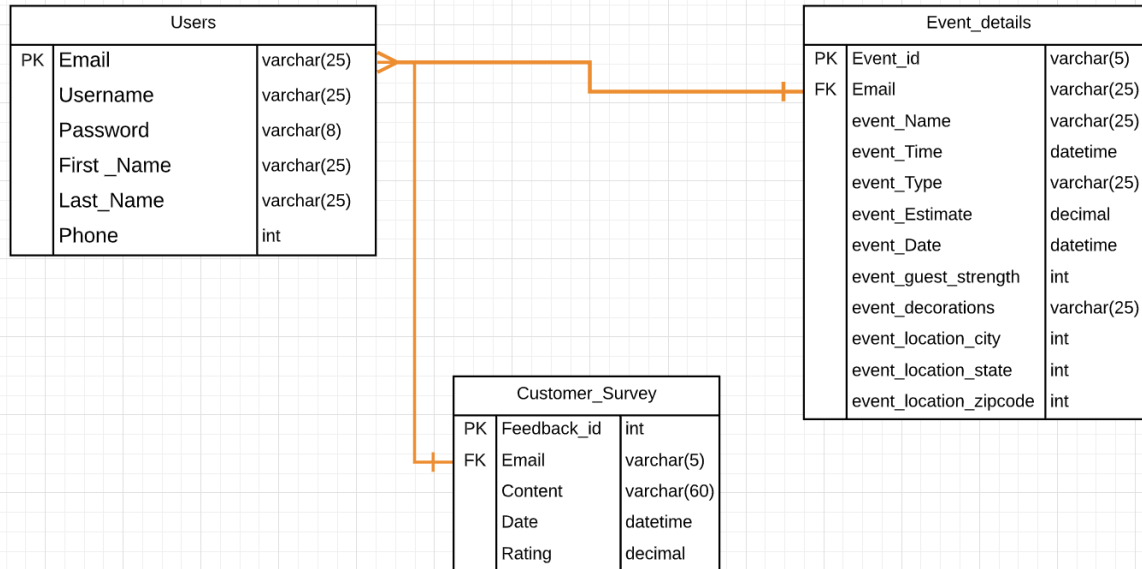
Input: Reviews in English.

Requirement description: The user must have access to our website and created event(s), paid the bills and participated.

Output: The review will be available for other users to see.

7. Database Specification & Analysis:

ER Diagram



In the above diagram PK indicated Primary Key and FK indicates the foreign key. Our database consists of 3 Tables which are Users, Event_details, Customer_Survey.

Users Table: Users table is used for storing all the sensitive information regarding the user. Our primary key in the table is “Email”, rest of the variables are shown in the above diagram.

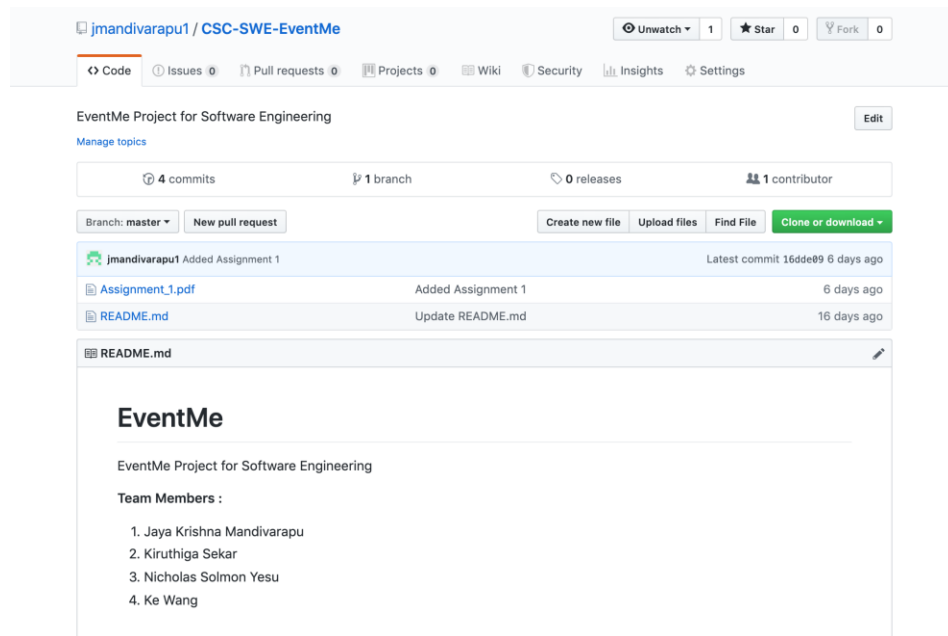
Event Details: This table is used for storing all the information regarding the events created by the users. Primary Key in this table is “Event_Id” which would be unique and created by us during the event submission. The Foreign key would be the “Email” of the User by which event is created.

Customer Survey: This table is used for storing all the information regarding the survey or feedback submitted by the clients. Primary Key in this table is “Feedback_Id” which would be unique and created by us during the survey submission. The Foreign key would be the “Email” of the User who submits the feedback and it’s optional. So users can submit anonymous feedback to our events.

Database Specification: We are MONGODB which is a non-relational database as our backend database for storage of information regarding the users, events in a secure way.

APPENDIX

1. GITHUB



2. Trello Channel for TeamWork Distribution and Architecture

