

TEMPLE MANAGEMENT SYSTEM

GROUP - 9

Introduction

Temple Management System offers a complete automation in billing and accounts, inventory, staff management and administration sections. It helps temple administrators to assure effective devotee service and a better way to connect to the community.

Temple Management solution supports easy operation and efficient reporting. It can be incorporated with internet support to allow devotees to make online offerings, pooja bookings, and many more useful features. The omkar temple is the first hindu temple in north america named after the mantra “Aum”.

The omkar temple currently has a website that is simple, convenient and with an easy to navigate interface. The objective of the project is to create a new fully functional website that is user friendly and robust to enable users to conduct temple related activities.

Objective

The objective of the project is to create a new fully functional website that is user friendly and robust to enable users to conduct temple related activities. The deliverables of the project would be a completely redesigned website with modern features yet easy to maintain by the user. Most needed feature/services to be considered are calendar, updates, events, live to social media, It consists of a navigation structure logical model with the following main pages:

1. Home Page

1.1 About Omkar Temple

1.1.1 Mission - Mission, vision and purpose of omkar temple

1.1.2 History - Beginning of omkar temple

1.1.3 Current and Former Members - Priests and members of the temple

1.2 Events and Services

1.2.1 Calendar of Events - Latest news and events being conducted

1.2.2 Prior Events and Photo Galleries - Gallery of photos from previous events

1.2.3 Services - Various services provided by the temple

1.3 LiveStream - Livestream calendar

1.4 Donations

1.4.1 Payment Gateway - online form and electronic payment options for donation

1.5 Education - Information about various teachings and principles. The information about the mythology.

1.6 Contacts - Contact information and support (Address and Email)

1.7 Login- The website has three types of actors that login such as temple customer, priest and admin(IT).

Actors/Users

- User (temple customer): Able to see website information (home to contact us page).
- User (temple customer): able to schedule a appointment for the given event (pooja to ceremonies)
- Priest: able to receive those appointment details(email/phone), make modification (time, date) and confirm those schedules.
- Priest: able to broadcast live events in the temple using web system
- Admin (IT): upload/create/modify contents in the web system
- Admin (IT): upload/create/modify calendar events in the system
- Admin (IT): add or remove more roles
- Admin (IT): add or remove any users/roles in the system.

SDLC Models and Project constraints

Agile model is a good approach for the project development process. Agile development looks more like this:

- Project planning
- Product roadmap creation
- Release planning
- Sprint planning
- Daily meetings

- Sprint Review

- A limitation of the system is the hardware and software technology utilized to create it. When choosing technology, we must take compatibility, scalability, and security requirements into account.
- We comprehend the end users' requirements and the objectives they hope to accomplish with the system. The system must be user-friendly and suitable for their demands.
- we must comply with data privacy and security regulations when building the system.
- To develop and construct the system, we possess the requisite knowledge and abilities.
- We ensure that the system integrates seamlessly with existing systems used by the temple.

Team Information

Group 9

- Sumukhi Sri Sai Mathapati - maths01@pfw.edu - Development, Documentation
- Likitha Bhudavaram - budhl01@pfw.edu - Development, Documentation
- Anuradha Konatham - anurk01@pfw.edu - Development, Documentation
- Guru Shruthy Guru Moorthy - gurug01@pfw.edu - Development, Documentation

Team Policies

1. Group Meetings - Weekly meetings to discuss the updates and progress of the project.
2. Respect every individual's idea - Everybody gets a fair chance to present their thoughts.
3. Work to be distributed among everyone - Each member of the group shall be responsible for outcome of the project
4. Time Management - Proper time management to ensure we are on track with the schedule.
5. Effective Communication - Communicate before making a personal choice.
6. Respect other group's opinions - Be prepared to take other's opinions for our benefit.
7. Resolve discrepancies - Talk it out and resolve any issues among the group.
8. Code Maintenance- Maintain a distributed version control system (GIT) to handle the project commits.

9. Client Meetings- Have periodic meetings with the client to understand if the requirements are aligned with the project.

BitBucket Link

The code will be hosted in the bitbucket:

https://bitbucket.org/likhita_budhavaram/temple-management-system/src/main/

References

[1] : <https://svtemple.org/#/>

[2] : <https://www.baps.org/Global-Network/North-America/Robbinsville.aspx>

[3]: <https://www.vraj.org/#openModal>

[4]: <https://www.malibuhindutemple.org/>

[5] : <https://www.venkateswaratemple.org/>

[6] : <https://hindutempleofatlanta.org/>