PROJECT REPORT TEMPLETE

1.INTRODECTION

1.1 OVERVIEW

BUILD AN EVENT MENAGEMENT

1.2 PURPOSE

This program is an application to make a show syrup . You can use this to achieve in life

2 PROBLEM DEFINITION & DESIGN THINKING

2.1 EMPATHY MAP

2.2 IDEATION &BRAINSTORMING MAP

3 RESULT

3.1 DATA MODEL

object name	field in the object	
event objects	Field label;	Data type
	city	text
	Start data	Date/time
Attendees object	Field label	Data type
	ID	Auto number
	Tickets	picklist
Speaker objects	Field label	Data type
	Bio	Text area
	e-mail	Email
Vendor objests	Field label	Data type
	Service provider	Text
	phone	Phone

3.2 ACTIVITY & SCREENSHOTS
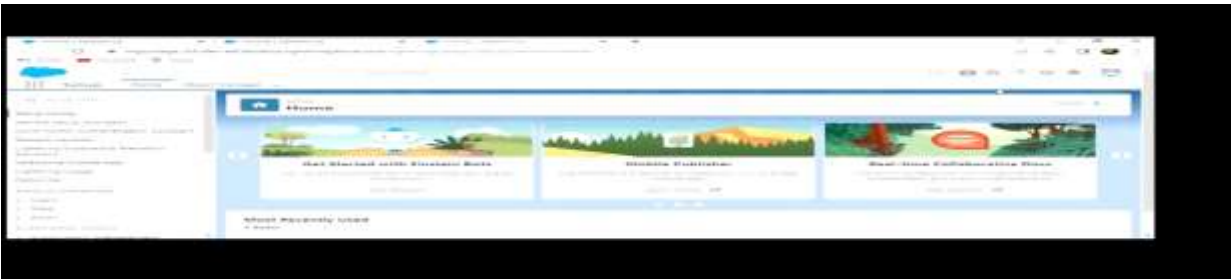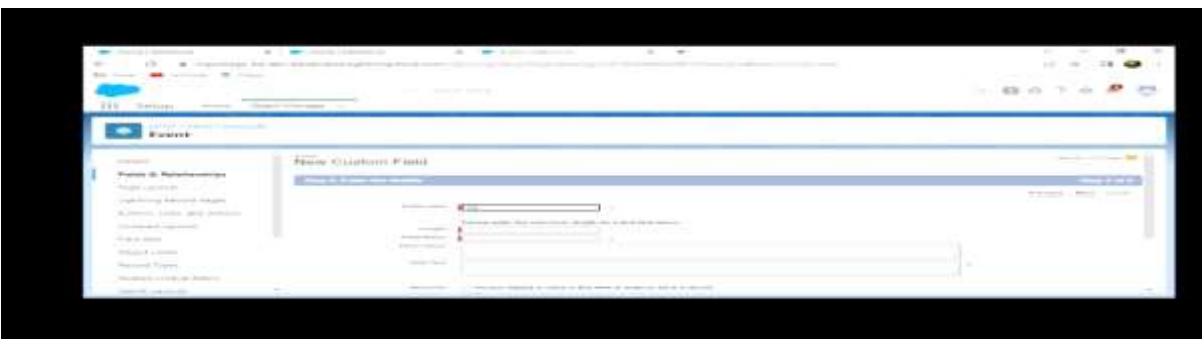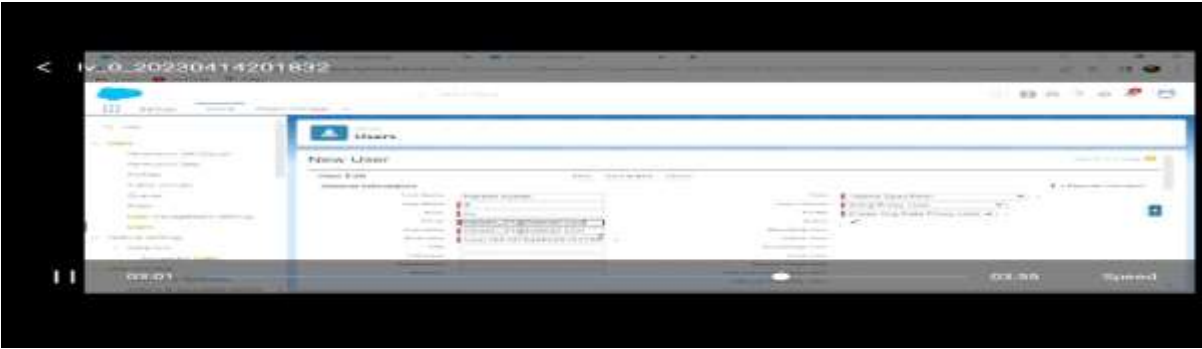
4 TRAILHEAD PROFILE PUBLIC URL

      TEAM LEAD   : https://trailblazer.me/id/manod15

       TEAM MEMBER 1   :https://trailblazer.me/id/mmenagajamuna

      TEAM MEMBER 2   :https://trailblazer.me/id/naresh007

      TEAM MEMBER 3   :https://trailblazer.me/id/sri120702

5 ADVANTAGES & DISADVANTAGES

      ADVANTAGES

             * An event planner will help you bring your vision to life

             *Organization and details

*Budgeting for birthdy party

*Timeliness and flexibility

*Your event planner will be there for you

DISADVANTAGES

* Unconvention work house

*Time awey from family and friends

*Multiple event at the same time

*High level of responsibility

6 APPLICATIONS

Understand the issus . whether it an attendee or supplier bringing   upnthe issue ,make sure you understand it and all the ramifications before jumping in to solve itn

7 CONCLUSION

Event management system is user friendly and cost effective system it is customized with activies related to event management life- cycle it provedes a new edgsof management industry

8 FUTURE SCOPE

One time eat a food   anether food eating one manth ledar that is future scope