



Event Management System

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Artifact no 1

Introduction:

Event management system is employed to manage all the activity associated with event. In any event many service providers work simultaneously and **it's very hard to manage these providers**. It's also important for event organizer that he has all the contacts details of those service providers in order that he can contact them any time to plan an occasion at given time. To manage of these activities, we've developed this software. To get success within the event management business, user should have strong network contacts of service provider. These contacts are essentially providers of specific services who are often mobilized quickly to participate in any given event. To form an occasion successful event manager needs different service providers, like **Sound systems services, Lighting providers, Canteen Services, Stage Construction and so on**. In present system Event Company has got to do all management work manually.

They keep all payment information on papers. There's no system to see the past expenses on any event. To do this they need to see payment register and this task is extremely time consuming and tiresome. Keeping this complete problem in mind we've developed this technique. This technique helps the event management company **"to manage their paper work online"** and that they also can retrieve report of last event they need completed.

Our Event Management System contains
"Admin" who manage the system users and their privileges,
Website roles are

- Manage account
- Manage Queries
- Manage Feedback

"Event Manager" responsible for running a range of **events**,
Website roles are

- Managing branding and communication
- Negotiating sponsorship deals
- Brainstorming and implementing event plans and concepts
- Updating Senior Management

"Employee" is responsible for fulfilling tasks that are allotted to him regarding **events**.

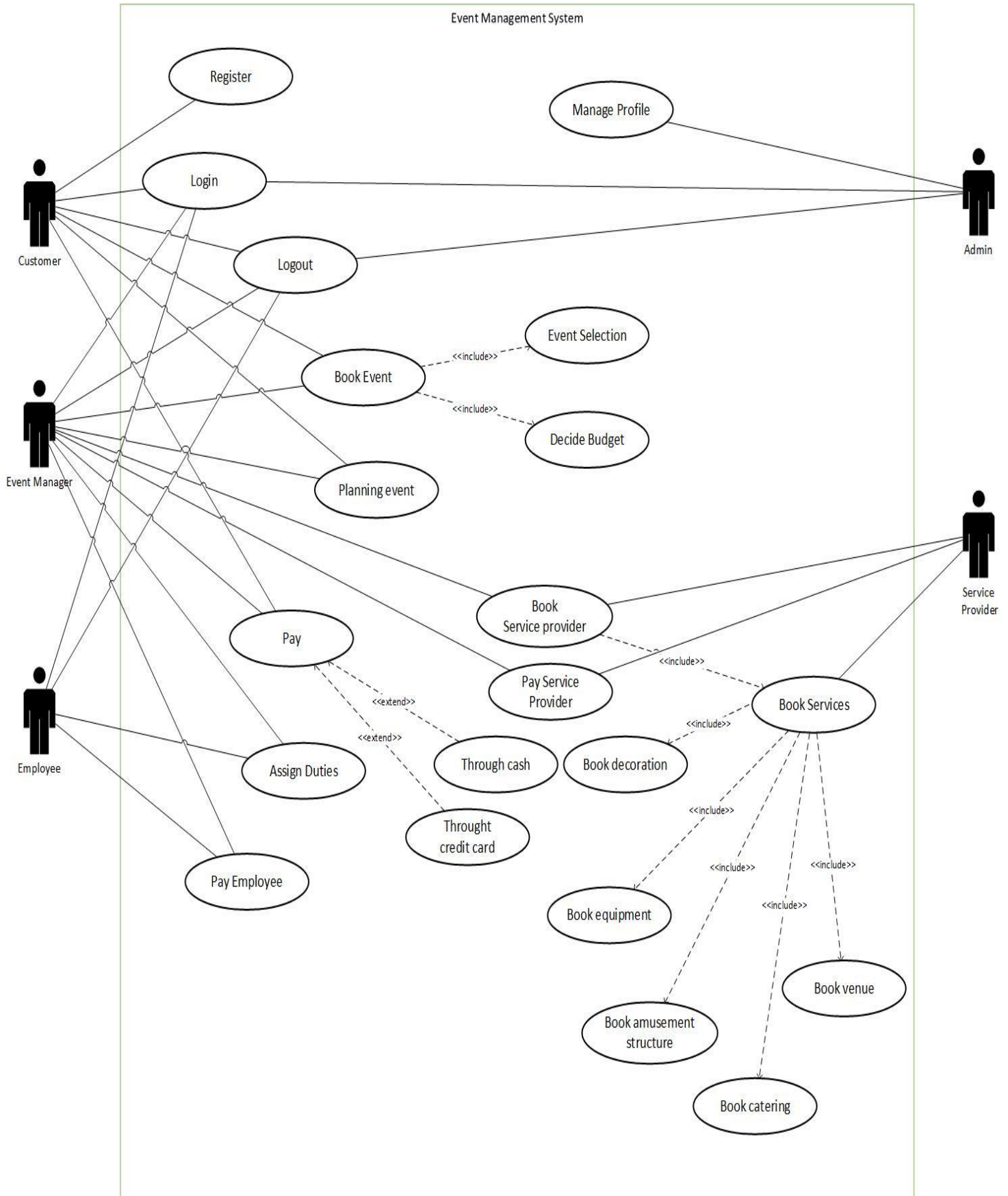
"Customer" who wants to book an **event**,
Website roles are

- Register account
- Ask Queries
- Give Feedback
- Report if there are any complains

“Service Provider” is responsible for fulfilling tasks that are allotted to him regarding **events**.

Artifact No: 2

Use case Diagram



Artifact No: 3

Textual Use cases

1. REGISTER:

(Casual)

Main success scenario:

1. We will get name, email, phone, password of a person.
2. OTP will be sent on email or phone (decided by user).
3. If OTP matches then person is successfully registered.

Alternate:

- If OTP does not matches then give second option to user and second OTP again.
- If OTP do not receive at user end then give resend option again to user and send OTP again.

2. LOGIN:

(Casual)

Main success scenario:

We will get email and password, if email and password match then successfully login.

Alternate:

- If password or email does not match, then give user re-entered option.
- If user forget his password then we will send OTP to email entered it, email is already registered.

3. LOGOUT:

(Brief Textual Use Case)

After completion of work on website user will logout from our website by using logout option.

4. BOOK EVENT:

(Fully Dressed)

Name:	book event
Scope:	event management system
Level:	user goal.
Primary actor:	customer, event manager
Stakeholder and interacts:	<ul style="list-style-type: none"> • Customer: want to book an event. • Event manager: manage event by analyzing costumer demands. <p>Admin: will look after about every activity which is happening while event booking</p>
Pre-condition	user must be registered and login to the account
Post-condition:	event is successfully booked after getting desired info.
Main success scenario:	<ol style="list-style-type: none"> 1. Type of event. date, event start time, end time, no of guests, what type of entertainment they should like for setup. (DJ services, band service, play my own playlist, venue usual playlist, no music requirements). 2. What type of food you would like to have in appetizer, main come and desert. 3. Event budget.
Extensions:	If our user missed any mandatory information then we will ask him to

	fully fill that field where he have missed.
Special requirements:	we will give our user option to tell us more about his event in order to better understand his planning.
Frequency of occurrences:	Any updation changes in requirements can be done limitlessly (in specific time).
Miscellaneous:	If any problem occurs to user then we can register complain.

5. EVENT SELECTION:

(Fully Dressed)

Name:	Event Selection
Level:	user goal.
Primary actor:	Event manager
Stakeholder and interacts:	<ul style="list-style-type: none"> • Event Manager will start working on the event which will be allotted to him by the admin • Admin will go through all the booking request and select event out of them and ask manager to work on them

Pre-condition:	There must be some booking requests and event will be selected out of them
Post-condition:	event is successfully selected after getting desired info.
Main success scenario:	<ol style="list-style-type: none"> 1. Check for validity of booking information. 2. Check if venue are available at that date. 3. Check for service problems and service availability at that date. 4. Decide budget according to event.
Extension:	<ul style="list-style-type: none"> ➤ If your information invalid then ask person to give you valid information by informing him through phone or email. ➤ If not available then give him available date. ➤ If contract provider services are not available then contract maker service provider for service. ➤ If our customized plan budget exceeds client limit budget then we will limit our budget according to client limit or tell your client to increase budget.
Special requirements:	Event shall be booked while keeping in view the maximum availability of service provider and employees to achieve maximum results

Frequency of occurrences:	nil
Miscellaneous:	nil

6. Planning EVENT:

(Fully Dressed)

Name:	Planning event
Scope	event management system
Level:	Sub function
Primary actor:	costumer, event manager
Stakeholder and interacts:	<ul style="list-style-type: none"> • Customer will give his plan and requirements about what he want in the event. • Event manager Analyze the customer plan and requirements.
Pre-condition:	Event must be booked.
Post-condition:	event has been planned successfully while keeping in view all the customer requirements

Main success scenario:	<ol style="list-style-type: none"> 1. Manager will analyze customer requirements. 2. Plan will be shown to the customer and after customer's confirmation he will move towards next step
Extensions:	<ul style="list-style-type: none"> ➤ If customer forgot something in the requirements then he can modify the requirements afterwards ➤ If manager face problems while fulfilling customer requirements then manager can apply some alternative plan after customer's confirmation ➤ After showing the final plan if customer seems dissatisfied then manager can adapt changes according to him
Special requirements:	Manager should plan event according to customer's budget
Frequency of occurrences:	Plan can be modified as many times as customer want before specific time
Miscellaneous:	<p>If plan went out of budget</p> <ul style="list-style-type: none"> ➤ Request customer to increase the budget ➤ Or Limit services according to budget

7. DECIDE BUDGET:

(Casual)

Main success scenario:

1. Customer will tell his requirement and budget will be decided for it.
2. Customer will tell his budget then system will show him packages (event packages) that lies in his suitable budget

Alternate:

if his requirements cannot be fulfilled in given budget then costumer will be requested to increase his budget.

8. BOOK SERVICE provider:

(Fully Dressed)

Name:	Book service provider
Scope:	event management system
Level:	user goal
Primary actor:	event manager, service provider.
Stakeholder and interest:	<ul style="list-style-type: none">• Service provider should must provide all demanding services.
Pre- condition:	We should enlist service provides who are capable to provide us services in our budget

Post-condition	service provider is successfully booked.
Main success scenario:	event manager will look for best service provider who is capable to provide all services required by costumer on time and after finding will offer money according to budget and if agrees then will book him for particular event.
Extensions:	<ul style="list-style-type: none"> ➤ If service provider disagrees with money offered to him for event then we will look for any other service provider who will provide us same services in our offered money. ➤ If service provider is not able to provide his services due to any problem or any other commitment then we will look for another one.
Special requirements:	Event manager should try to book service provider who comes in budget of costumer, who can provide all desired services.

9. Pay employee

(Brief Textual Use Case)

After the completion of assigned duty of employee, they will be paid.

10. Pay Service provider:

(Brief Textual Use Case)

After getting service from the service provider, they will be paid.

11. Manage profile:

(Brief Textual Use Case)

- Admin will modify or add content of profile on website according to their achievement and customer review time by time.
- Admin will adopt changes in the profile as the environment changes.

12. PAY: (by customer)

(Fully Dressed)

Name:	<u>pay</u>
Scope:	event management system
Level:	<u>User goal</u>
Primary actor:	costumer, event manager
Stakeholder and interacts:	<ul style="list-style-type: none">• Costumer will pay according to event budget.• Event manager Receive payment from customer
Pre-condition:	Event must be booked before payment
Post-condition	event has been received from customer

Main success scenario:	Tell user about the expenses details of event and get payment from him
Extensions:	If payment has not been received then ask the customer to pay
Special requirements	Payment must be done on time

13. Through credit card

(Casual)

Main success scenario

Event manager will take payment from the customer through credit card.

Alternate success scenario

If the customer credit card is not working or credit card is unacceptable by the device or maybe the customer do not want to pay through credit card then he can use other methods of payment.

14. Through Cheques

(Casual)

Main success scenario

Event manager will take payment from the customer and customer will pay through cheque

Alternate methods

- If customer cheque is bounced the event manager will contact the customer and ask to use other payment methods.
- If the customer does not want to pay through cheque then he is welcome to use other payment methods.

15. PROVIDE SERVICE:

(Casual)

Main success scenario:

1. Event must be booked.
2. Requirements must be given to service provider.
3. Service provider successfully provide his services.

Alternate:

- If service is not up to mark or is not fulfilling costumer requirements ask service provider to do changes required in its service.
- If service provider is not providing service according to plan then book someone else service provider that will be able to fulfill all requirements.

16. Book CATERING:

(Casual)

Main success scenario:

1. Best caterers will be searched to satisfy customer needs
2. Some samples will be provided to customers for testing
3. After customer's confirmation those caterers will be booked

Alternate:

If customer is not satisfied with the samples then we will

- Provide him different samples
- Or change the caterers

17. Book AMUSEMENT STRUCTURE:

(Casual)

Main success scenario:

Some amusement structure will be booked according to his requirements (lightening, fireworks, singers, dancers, songs, music etc.)

Alternate:

If customer is not satisfied with the amusement structure, we usually provide then we will

- Provide him some other options
- Or allow him to offer his customized plan for amusement

18. Book EQUIPMENT:

(Casual)

Main success scenario:

Every equipment will be maintained properly as demanded by the customer (table, chair, stage etc.)

Alternate:

We should manage to have some extra equipment's to deal with emergency situations such as

- We went out of chairs or tables
- Some extra extensions and cables like if we are out of power supply etc.

19. Book DECORATION:

(Casual)

Main success scenario:

Decorations will be made properly while keeping in view

- Customer Demand
- Customer Budget

Alternate:

If customer is not satisfied with the samples which we have shown him regarding to decorations (like color theme, flowers) then he can suggest his own ideas and we will provide him decorations according to his customized plan

20. Book VENUE:

(Casual)

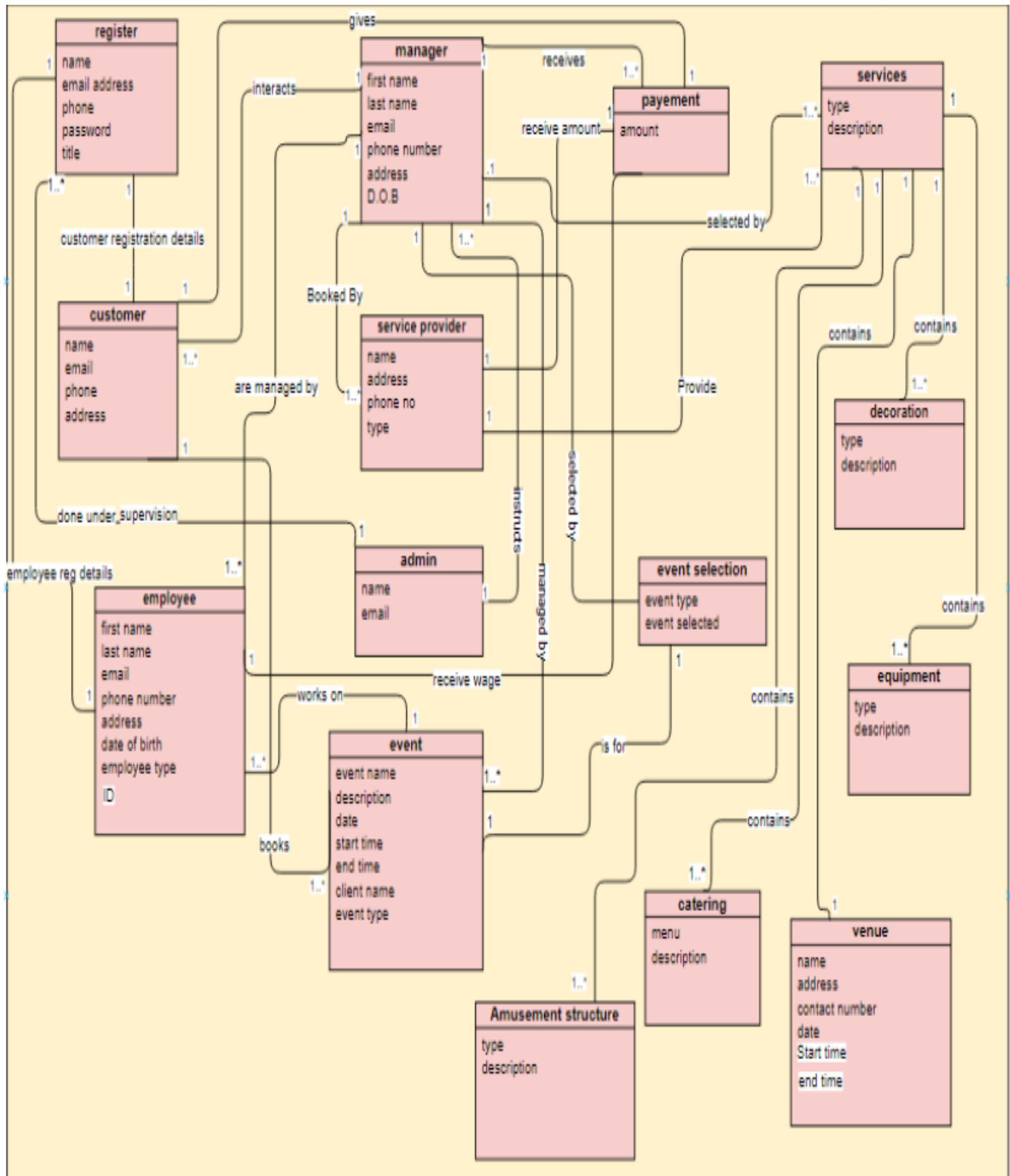
Main success scenario:

Customer will be given some venue options according to his demand and budget and if venue is available and customer confirms then the venue will be booked

Alternate:

- If customer's desired venue is not available at particular time then he will be given some other options
- If customer seems dissatisfied with the venue then we will give him some other venue options
- Customer can also suggest his own all the services will be provided there.

Domain Model Diagram



Glossary

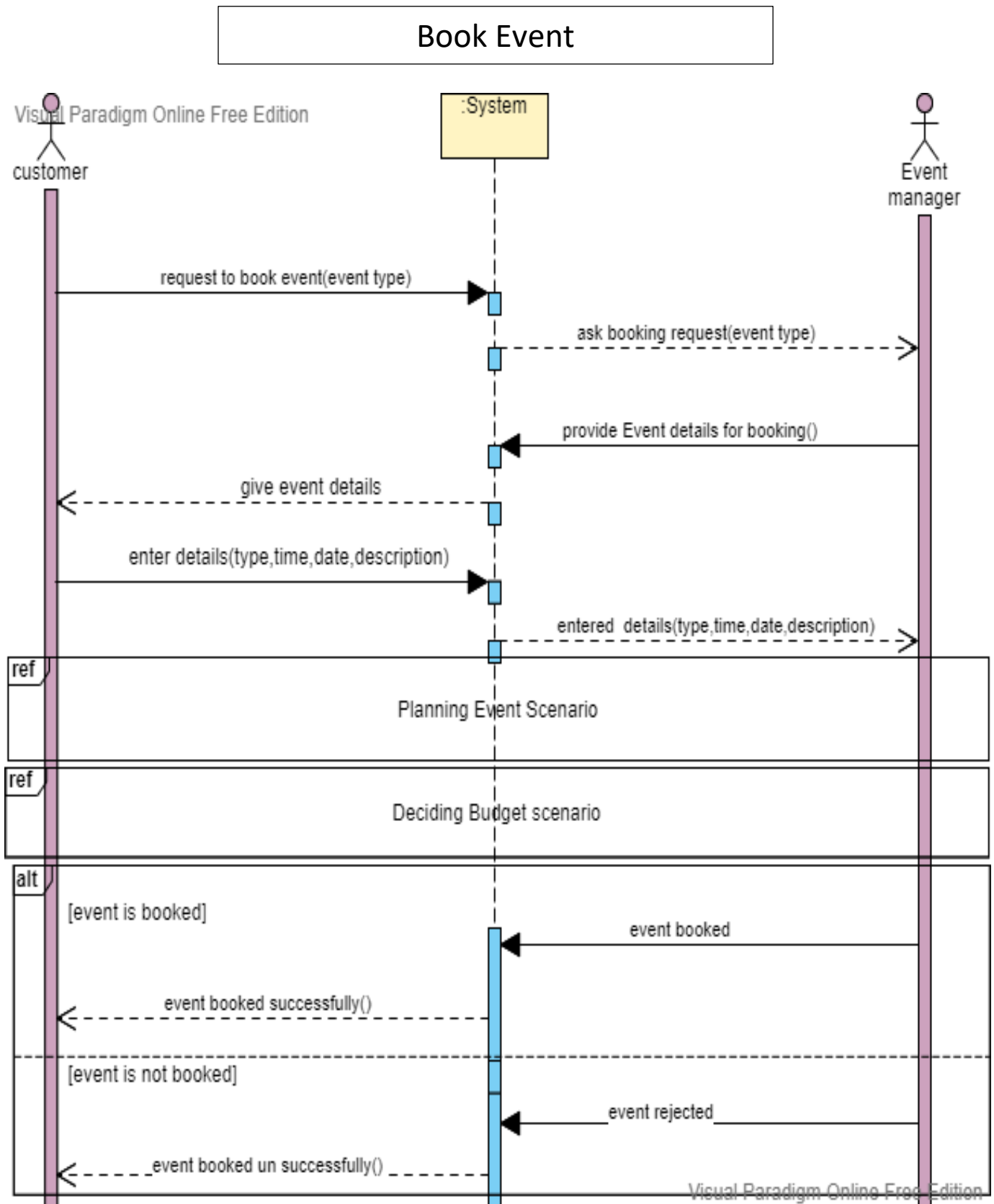
Register	<p>Employee and customer will get register on the database. Person want to register will provide details like name, phone no, email, password.</p> <p>Every registration will be done under admin supervision.</p>
Customer	<p>Customer is using a system to book an event after registration.</p> <p>Customer interact with manager and give his requirements to plan an event (he must provide the miner detail about the type of event and services he want).</p> <p>Customer will give payment to the manager (advance payment before the event and after the after event payment).</p>
Manager	<p>Admin will instruct the manger about his duty.</p> <p>Manager will interact with the customer and try to elicit the customer requirements about the kind of event he want.</p> <p>Manger will select event according to his availability and requirements of the event.</p> <p>Manager will instruct the employee about their duties regarding the event.</p> <p>Manager will book service provider for the services needed for particular event (according to customer budget and requirements).</p> <p>Manager will take receive the payment form customer of event. Some payment will be received in advance to cover the events expanses and some after the event.</p> <p>Employee and service provider will get payed by the manager for the duties performed by them.</p>
Admin	<p>Everything will be done under admin's supervision like instructing manager about his duties.</p> <p>Every registration of an employee and customer will be done under admin supervision</p>
Employee	<p>Employees will get registered in database as per event requirement.</p> <p>Employees will be instructed by the manager about the duties that they have to perform on event.</p>

	<p>Employee will work on event according to requirements.</p> <p>Employee will get paid by manager as decided.</p>
Service Provider	<p>Service provider will be booked by the manager according to events requirements.</p> <p>Services will be provided by service provider as per needed for the event.</p> <p>Service provider will get paid by manager as per decided.</p>
Event	<p>Event will be booked by customer by giving his requirements.</p> <p>Event will be selected and managed by manager while keeping in view the minor details the customer has given for the event.</p> <p>Employee will work on event according to requirements.</p>
Event Selection	<p>Event will be booked by customer by giving his requirements.</p> <p>Event will be selected by manager according to his availability and by keeping in view the minor details the customer has given for the event.</p>
Services	<p>Services will be supplied by service provider on the bases of given demand</p> <p>Manager will select the services which are appropriate for the event.</p> <p>Services may include Amusement Structure, Catering, Equipment, Decoration, Venue etc.</p>
Amusement Structure	<p>Amusement Structure will be provided according to customer's taste like</p> <ul style="list-style-type: none"> • Lightening • fireworks • singers • dancers • songs • music etc.
Catering	<p>Catering will be provided according to customer's taste like</p> <ul style="list-style-type: none"> • starters • main course • desserts • drinks • salads

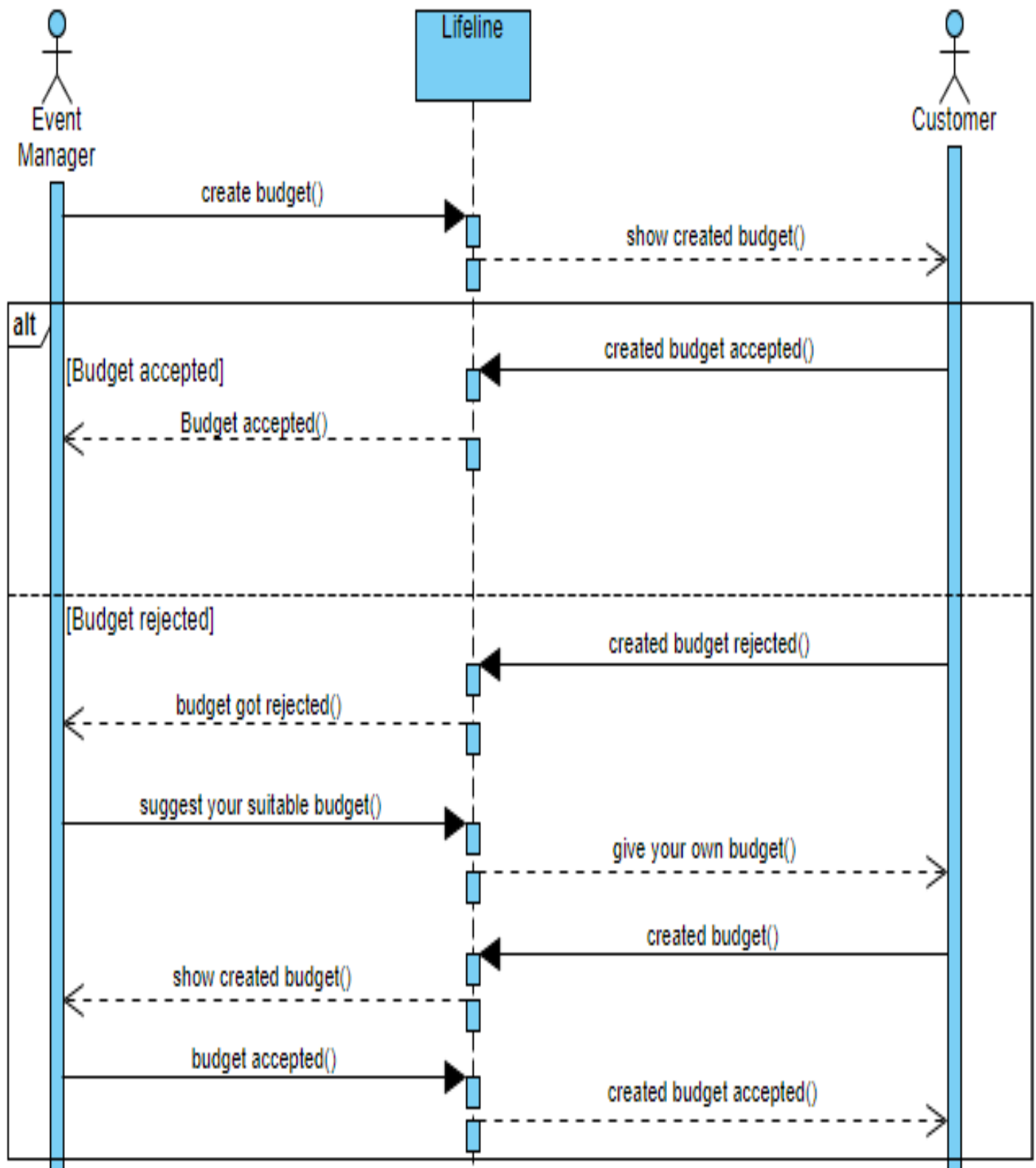
Equipment	<p>Equipment will be provided according to customer's requirements like</p> <ul style="list-style-type: none"> • table • chair • stage etc.
Decoration	<p>Decorations will be made properly while keeping in view</p> <ul style="list-style-type: none"> • Customer Demand • Customer Budget
Venue	<p>Customer will be given some venue options according to his demand and budget and if venue is available and customer confirms then the venue will be booked.</p>
Payment	<p>The payment will be received from customer of event. Some payment will be received in advance to cover the events expenses and some after the event.</p> <p>Employee and service provider will get paid by the manager for the duties performed by them.</p>

Artifact No: 5

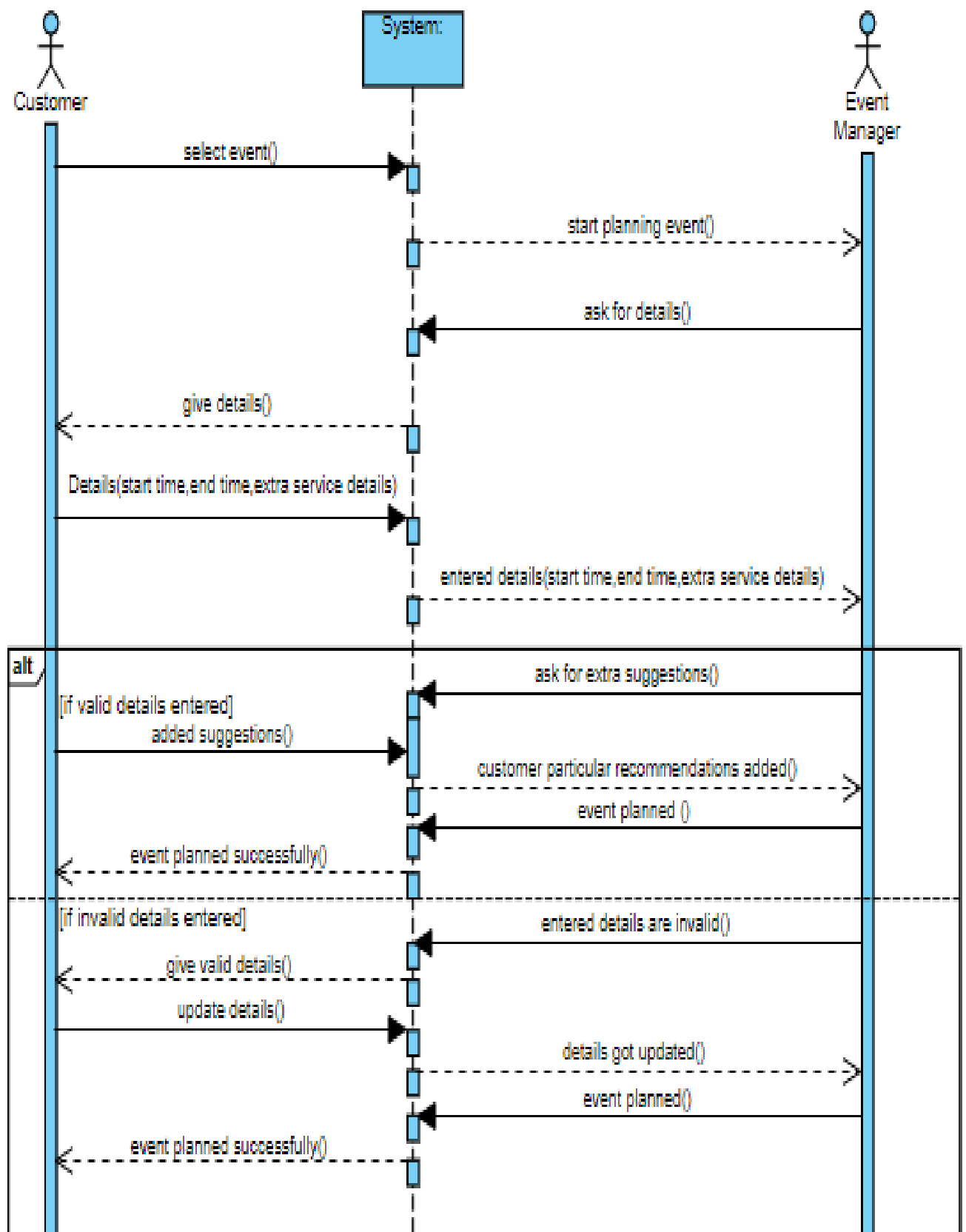
System sequence diagram



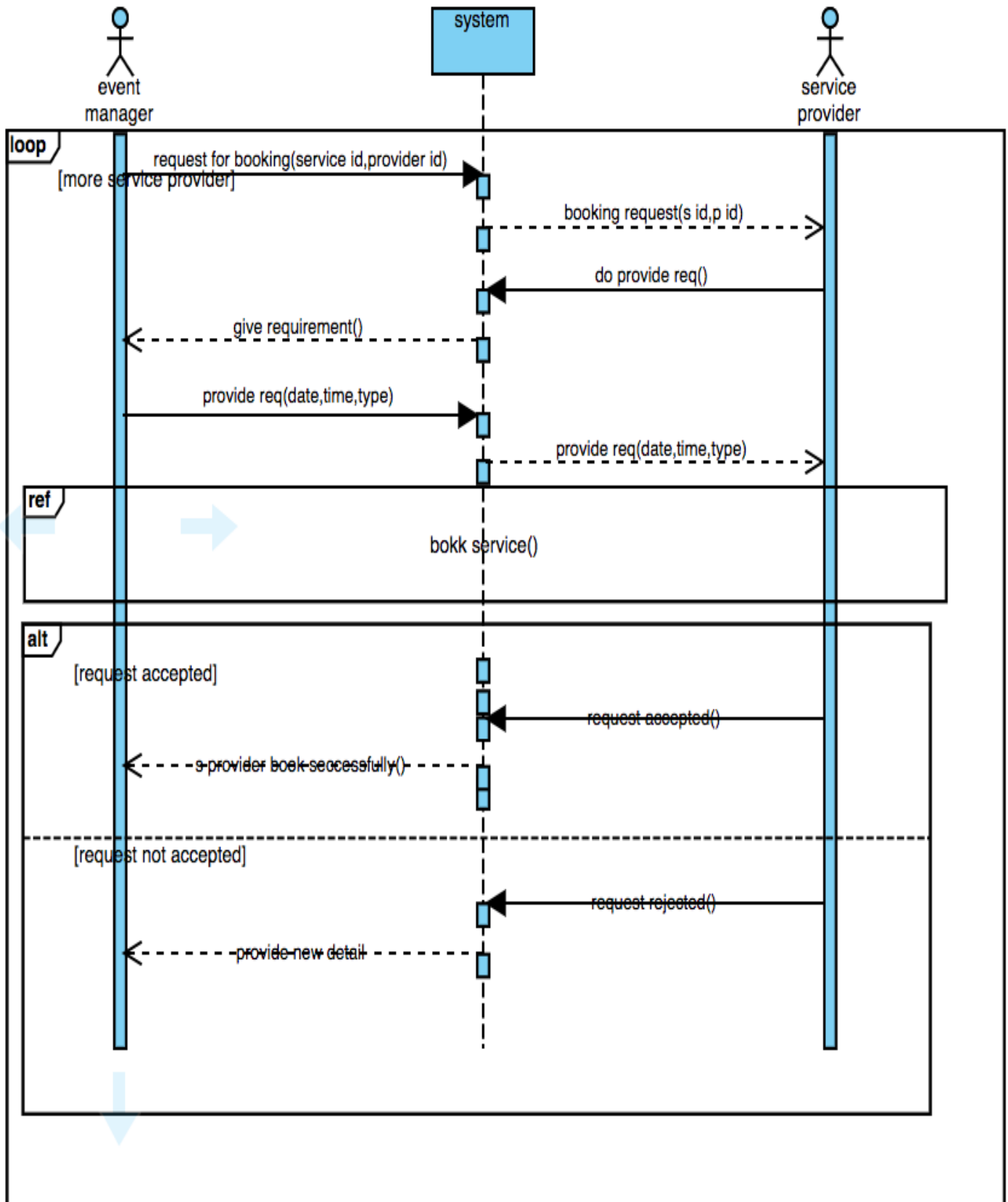
Deciding Budget Scenario



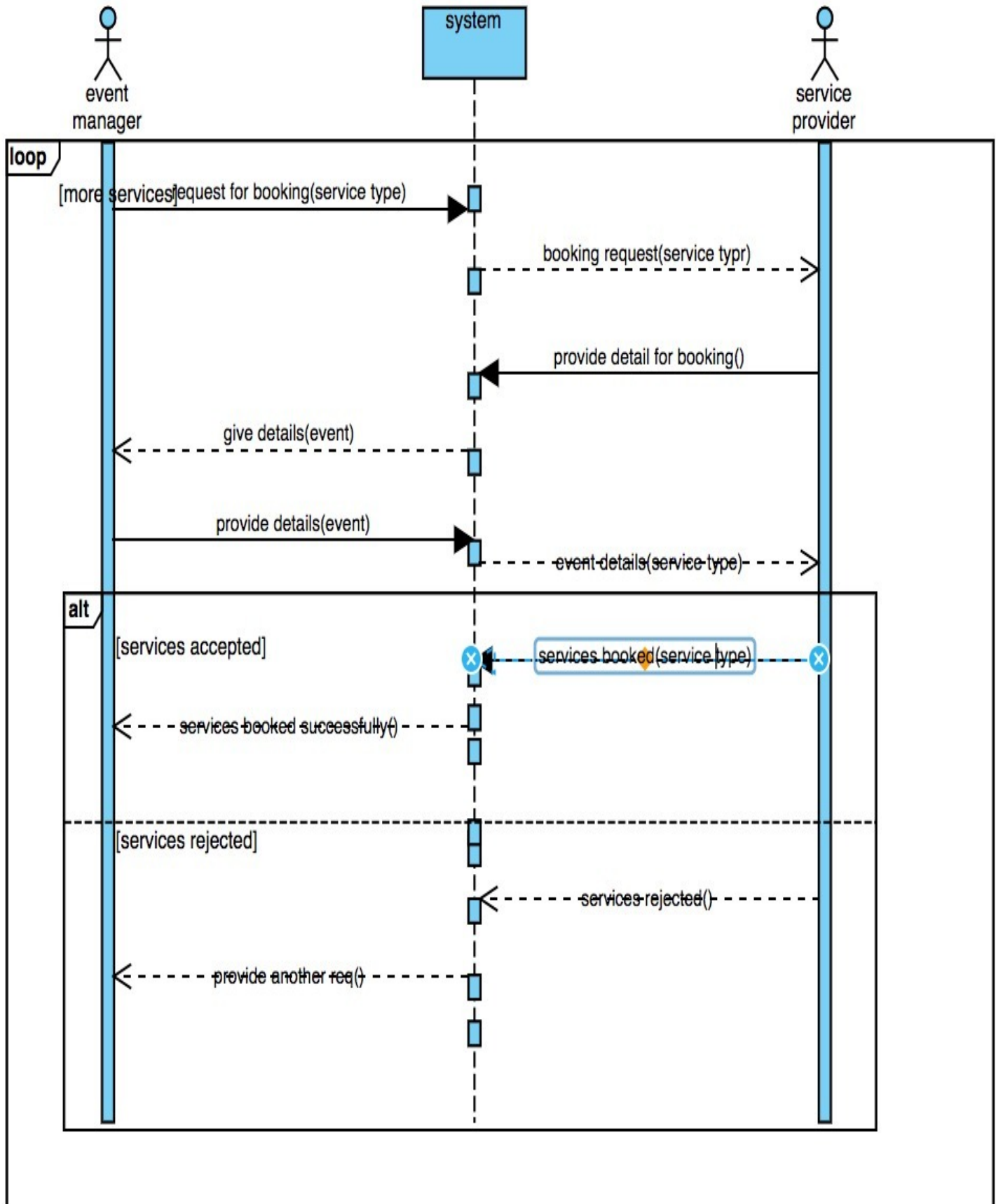
Planning Event Scenario



Book Service Provider



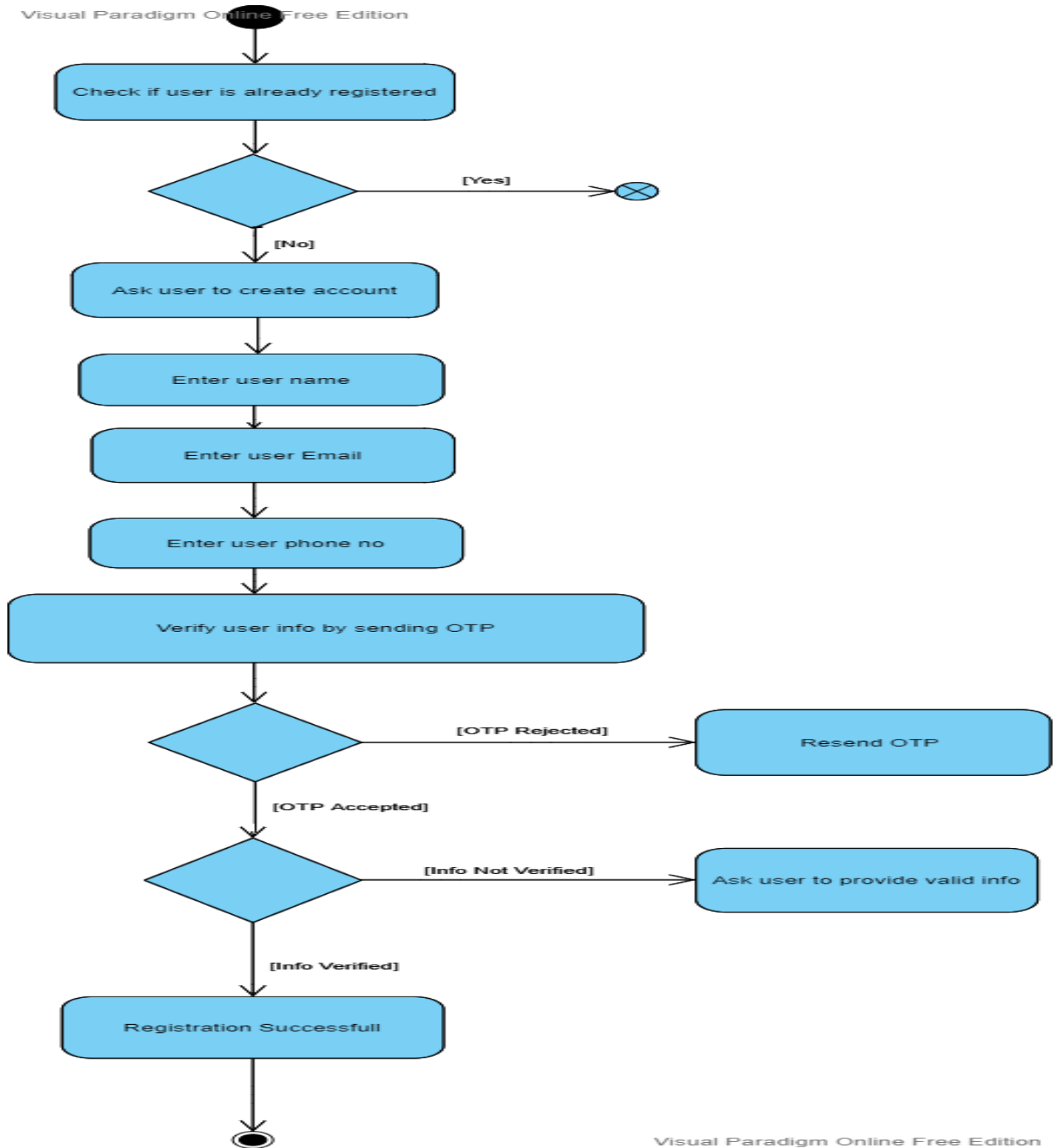
Book Services



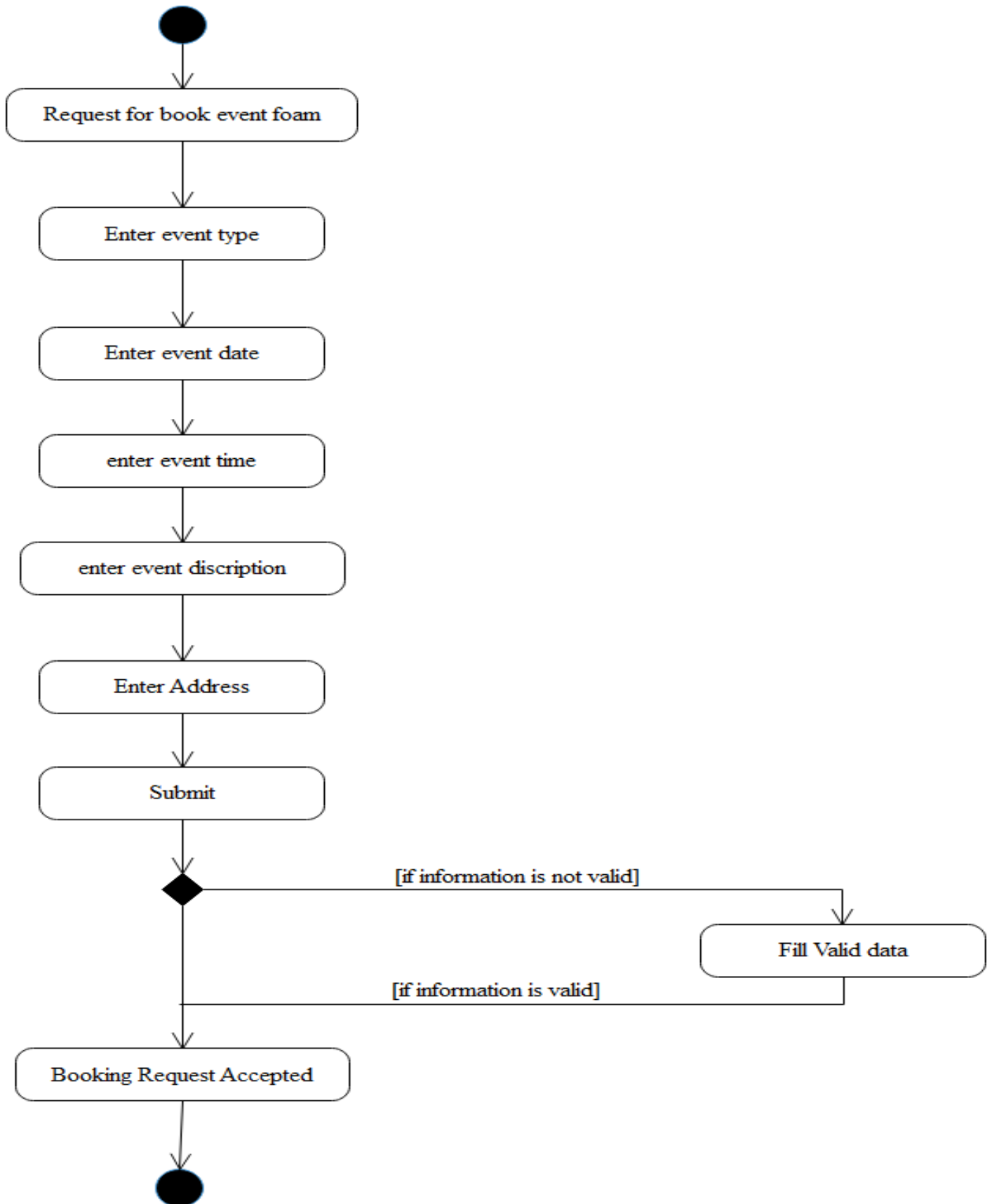
Artifact No: 6

Activity Diagram

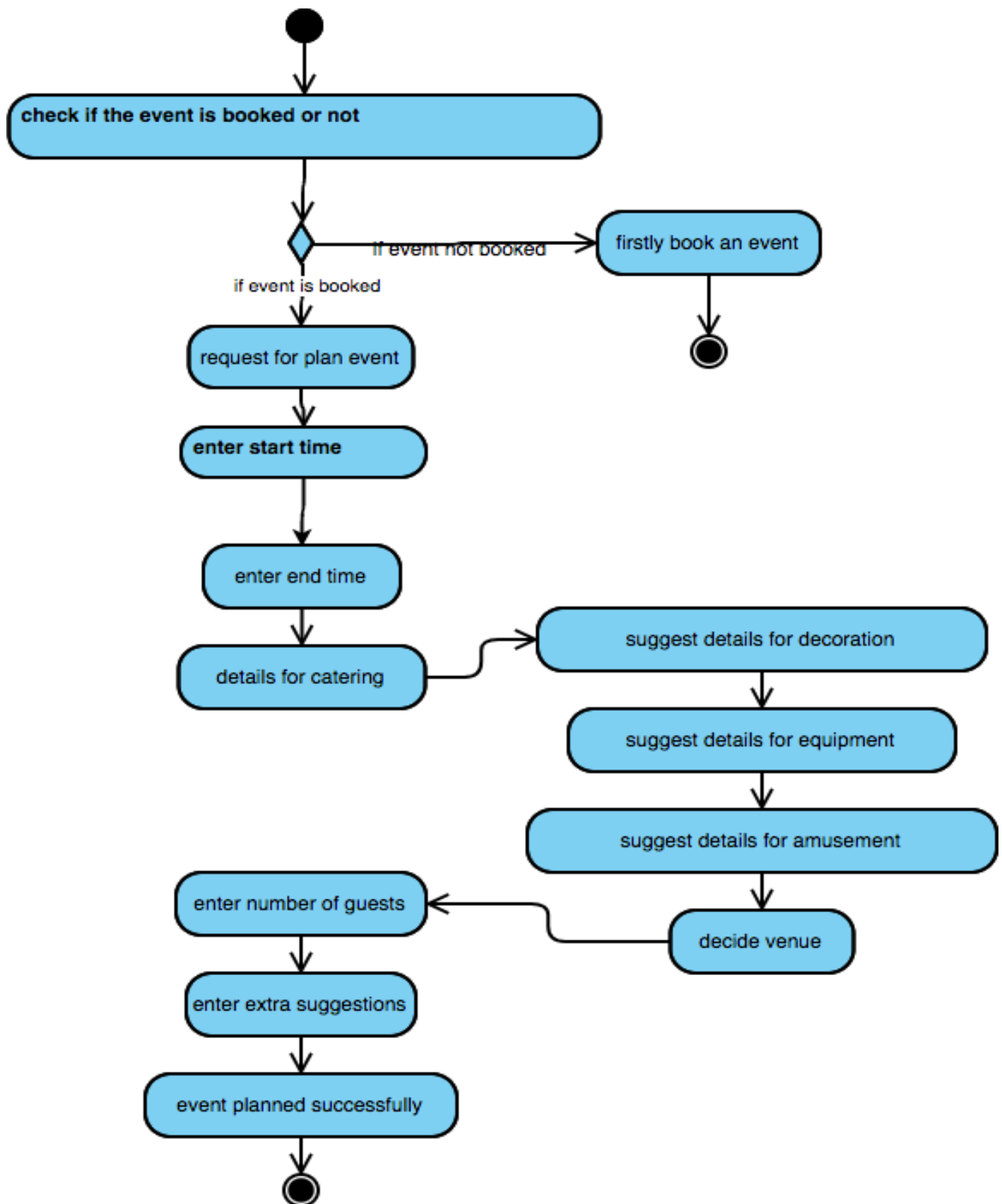
Registration



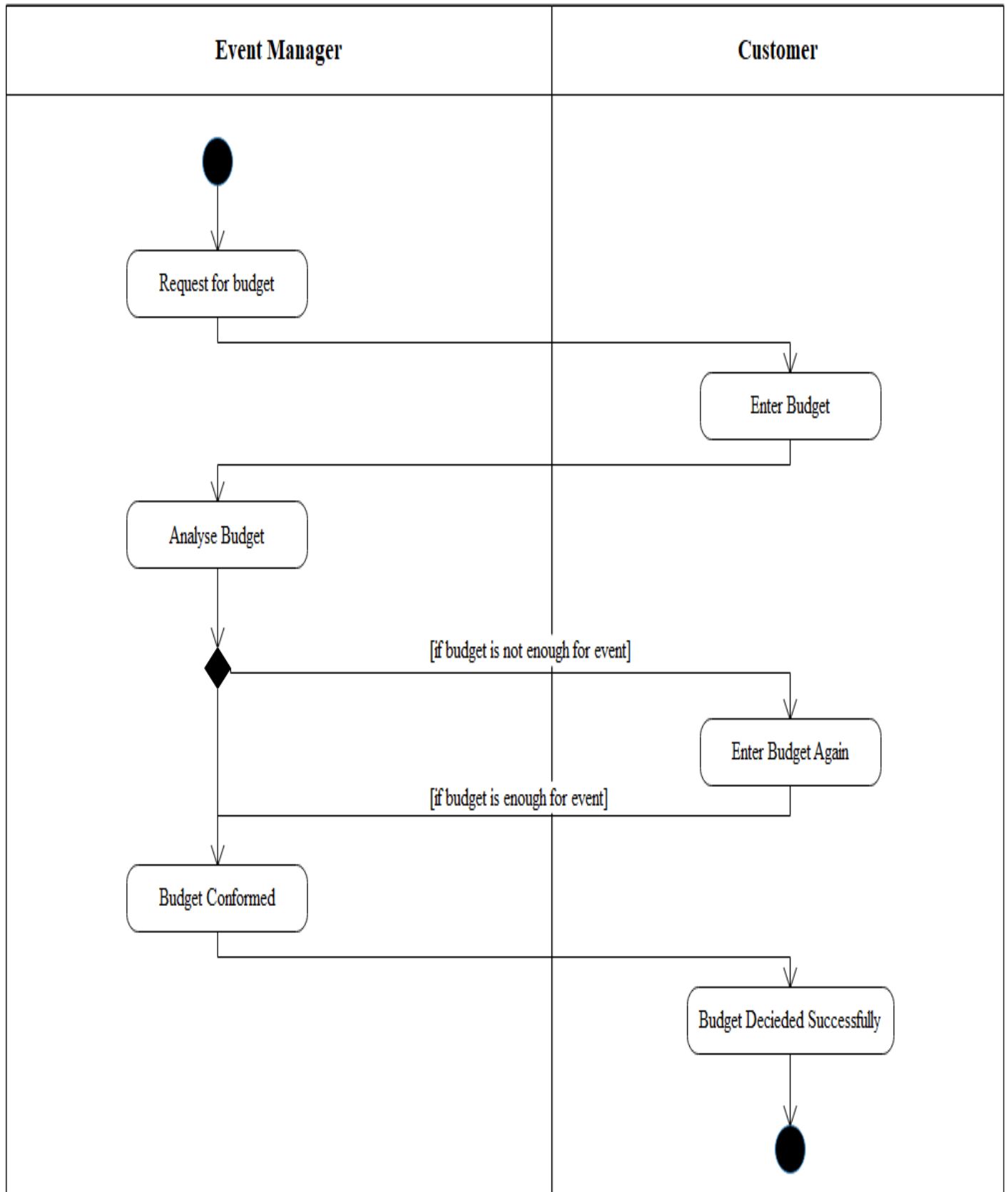
Book Event



Plan event

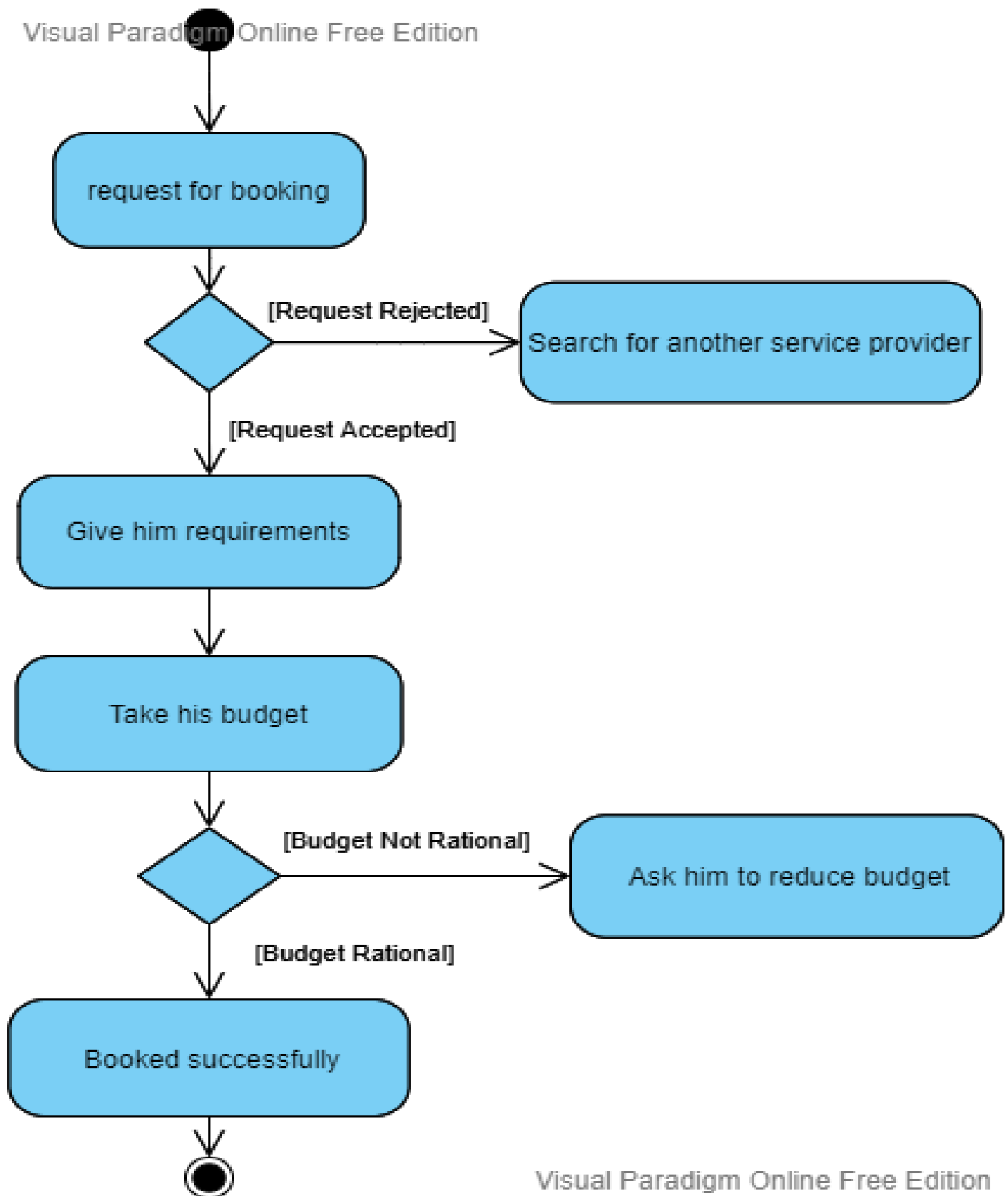


Decide Budget



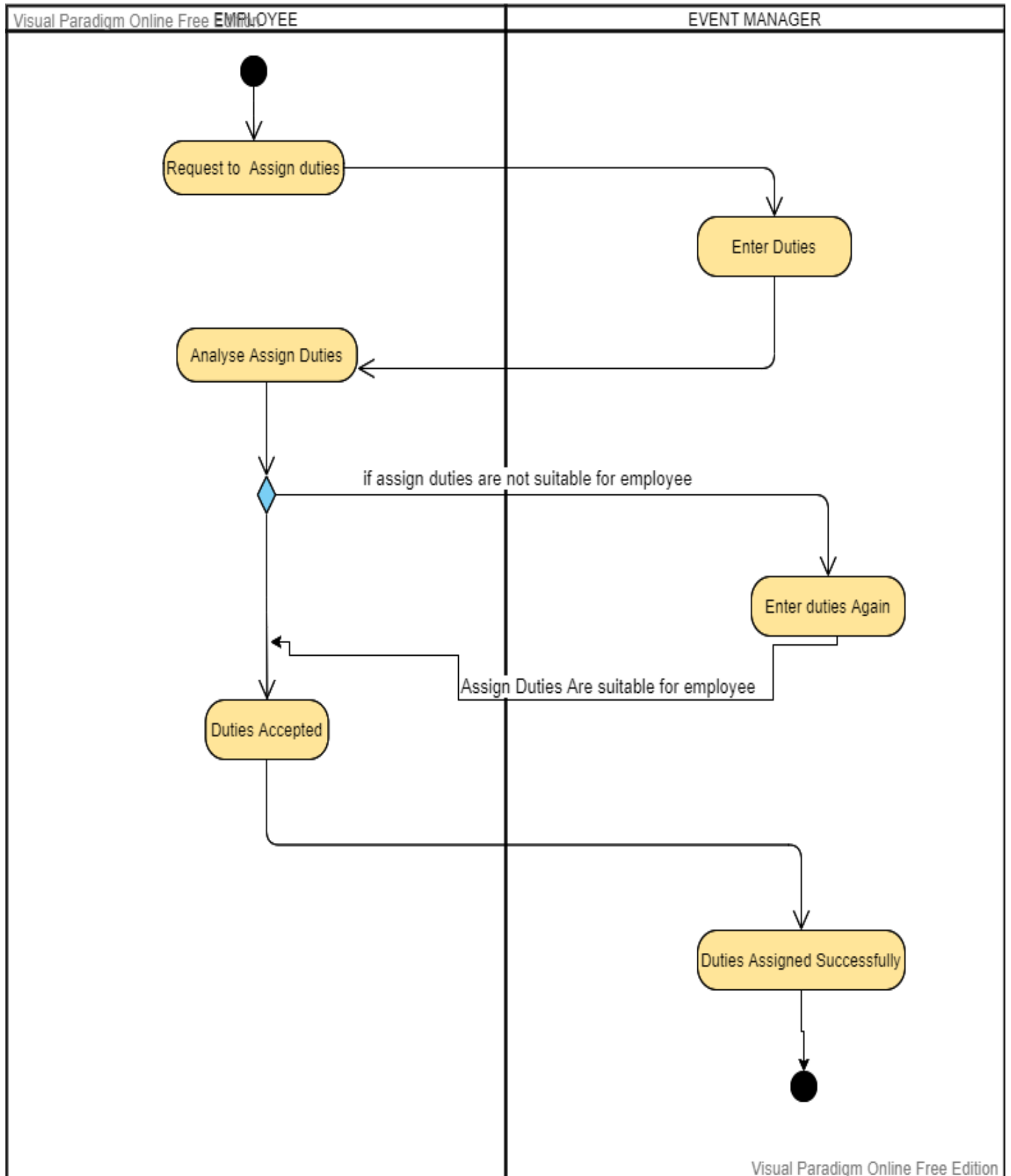
Book Service Provider

Visual Paradigm Online Free Edition



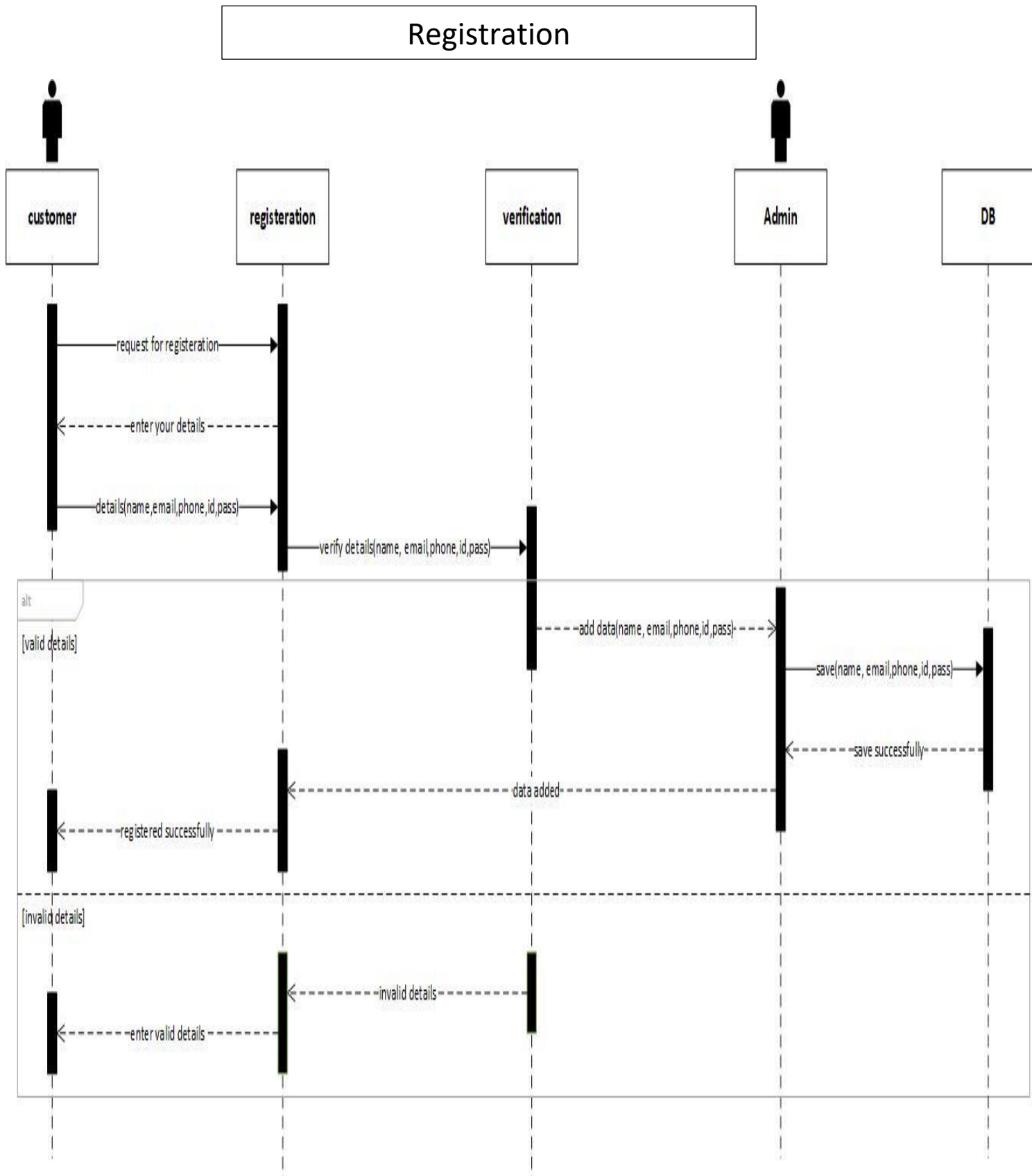
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ASSIGNING DUTIES

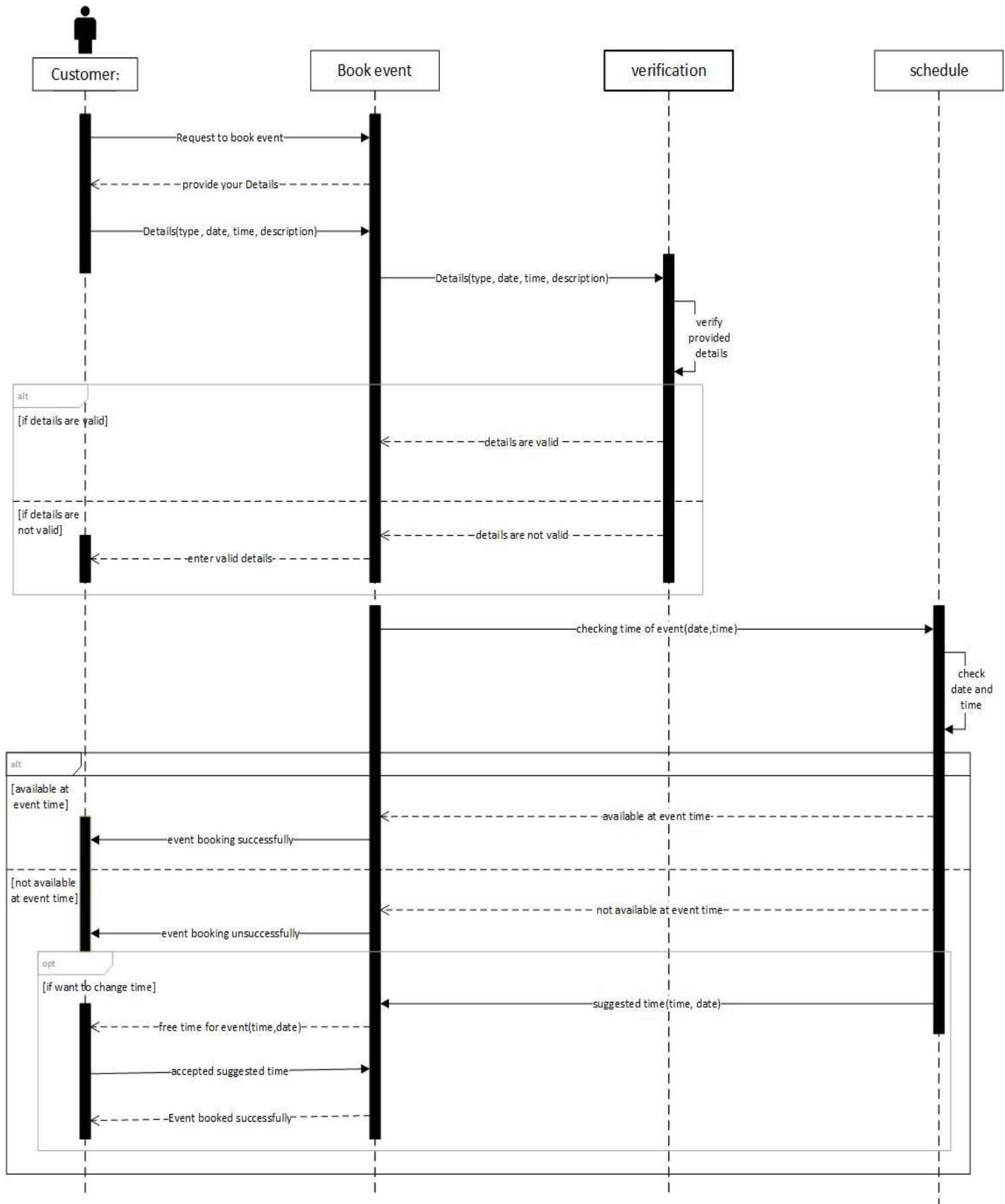


Artifact No: 7

Interaction Diagrams (Sequence Diagrams)



Book Event



Artifact No: 8

Class Diagram

