



Lebanese Canadian University – LCU

Faculty of Arts and Science – FSA

Bachelor's in Computer Science

Final project

EVENT PLANNING

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Abstract

This document presents the specifications document of the final project Event Planning Web Application of Nadim Ayoub, submitted in order to accomplish a bachelor's degree in computer science at Lebanese Canadian University. The aim of this project is to help people find their wanted event to spend their time as well as to help the host to plan their events in a proper way to get all the members satisfied and maximize the profit.

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1. Introduction

1.1. Purpose and Scope of the Document

The purpose of this document is to describe the Event planning website. Its main objectives are:

- present the context in which the purpose and objectives of the development approach are embedded;
- present and motivate the modeling of the field of application and its main objects;
- define the processes relevant to the system;
- define the applicable functional requirements;
- define the applicable non-functional requirements;
- present the conceptual models of the project;
- demonstrate the application interface;

This document, when completed and approved, is the only applicable functional reference upon which the architecture and software design can be established.

1.2. References

[PMBOK]

A Guide to the Project Management Body of Knowledge
Sixth Edition, PMI Standard, Project Management Institute, 2017

[OXFORD]

Oxford English Dictionary
Visited <<Date>> on <http://en.oxforddictionaries.com>

1.3. Glossary

Capacity

Function or service

Constraint

Condition on how a capacity must be ensured

Requirement

Statement of a capability that the system requires. A requirement must be measurable according to certain criteria and may be subject to certain constraints

Project Owner

A person (or a company) who requests the development of a product, provides funding and sets deadlines for work. The project owner will generally entrust the execution of the work to a project manager, but it is possible that the project owner and the project manager are the same person

Project Manager

A person (or a company) who, for his technical competence, is charged by the project owner to control the execution of the work and to propose their reception and their regulation

Term n

Definition...

1.4. Document Evolution

Version 0.1

The first version of the document was established on the following bases:

- The goal and aim of the project
- The needs and demands of the customer
- The constraints and exclusions stated by the costumer.

This version was made on 12-04-2020.

Version 0.2

The second version of the document was established on the following bases:

- Adjustment of the needs that led to the creation of the project
- Problem modeling modifications

This version was made on 18-04-2020.

Version 0.3

The second version of the document was established on the following bases:

- Problem modeling modifications
- Solutions and assumptions

This version was made on 24-04-2020.

2. Presentation

2.1. Context

The Event Planning project is created to advertise and run the desired events in a proper and organized way.

This project will help the host of the event reach the suppliers and acquire the required equipment and know the total cost of the event as well as organize the guest list.

2.2. Project Owner and Stakeholders

The Event Planning project is made for every marketing agent or event host that doesn't have a proper and formal way of advertising their event as well as keeping track of the updates. Many stakeholders will be present such as guests, hosts, suppliers, etc...

2.3. Needs

A. Calendar availability

A calendar should be available to show all available dates in which the hosts may hold their events.

B. Offers Promotion

The project will include for sponsors to be able to promote their offers so they can pop up on the host's interface.

2.4. Constraints

A. Global

The project will be designed to be used by all event hosts all over the world.

B. Always connected

The project should always be connected to the internet so it can be accessible at any time.

2.5. Exclusions

A. Guest-Host interaction

The Web application will not provide a chat room for direct contact between guests and hosts.

B. Mobile Application

No mobile application will be made for this project

2.6. Desired System

The product is a web application designed to help people view all the held events around them with their details such as time, place, host... as well as help the host organize the event in the best possible way.

The project should be submitted, fully functioning, in a maximum time limit of three months. The project will of course have a database in which all the data concerning the event will be stored.

3. Problem Definition

3.1. Problem Presentation

This project is being made due to the lack of quality or absence of good marketing which leads to people not being interested or attracted to the concerning event even though it might be a very good and entertaining one.

On the other hand, events that have a good marketing are not able to reach the largest number of people.

3.2. Assumptions Extracted from the Problem

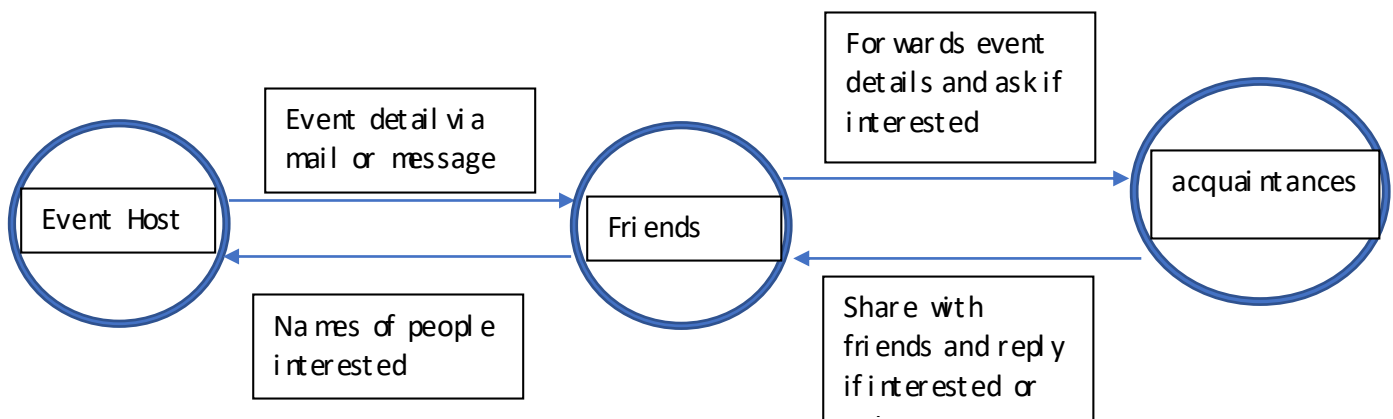
A. Bad marketing

Some events are poorly advertised and shown to the people which makes it really hard to get their attention and make them feel like they would like to attend to the specific event being held.

B. Market reach

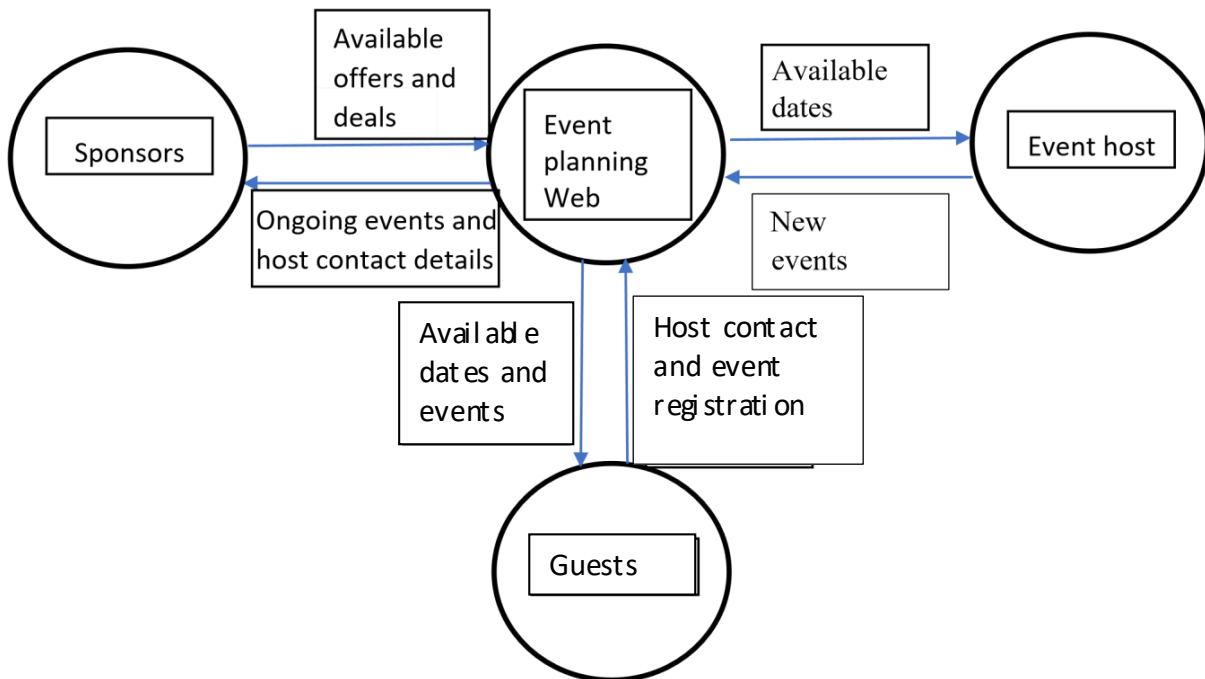
The lack of a platform that everyone can reach makes it very hard for the event host to acquire the maximum amount of guest possible

3.3. Problem Modeling



4. Solution Proposition

4.1. Solution Presentation



4.2. Assumptions About the Solution

A. Good marketing

The good quality of marketing and the way of reaching people will help intrigue them and get them to be interested in the events being held.

B. Connected to the internet

With the internet being at everyone's reach nowadays, having the details of the events on a social media platform such as a website will give the host a larger range to reach the maximum number of people possible.

4.3. Characterization of the Solution

Presentation of the product architecture.

Presentation of business process diagrams.

Presentation of the roles of each actor with use cases.

Presentation of a data models.

4.4. Limits

In case some limits are identified, related to the expectations of the customer.

A. First limit

Description of first limit

B. Second limit

Description of second limit

...

5. Specification

5.1. Deployment and Exploration Scenarios

Describe how the product is going to be deployed after its development and how the customer will use it.

5.2. Requirements Categories

This subsection defines the notation used to specify the requirements. It also defines the categories on which this notation is based.

Each requirement is defined based on the following attributes:

- Priority (high, medium, low)
- Criteria (mandatory, important, optional)
- Status (proposed, approved, rejected)
- Source (organization, individual, service) (mention the identity of the source)
- Type (input, output, reliability, availability, maintainability, performance, accessibility, environment conditions, safety, security, documentation, testing...)
- Feasibility (difficult, intermediate, easy)
- Effort (required duration and personnel)
- Availability (desired date in which the requirement should be satisfied)

5.3. Functional Requirements

This subsection defines the functional requirements of the desired product.

A. First requirement

Description of first requirement.

Priority	Criteria	Status	Feasibility
Source	Availability	Effort	
Type			

B. Second requirement

Description of second requirement.

Priority	Criteria	Status	Feasibility
Source	Availability	Effort	

Type			

5.4. Non-Functional Requirements

This subsection defines the non-functional requirements of the desired product.

A. First requirement

Description of first requirement.

Priority	Criteria	Status	Feasibility
Source	Availability	Effort	
Type			

B. Second requirement

Description of second requirement.

Priority	Criteria	Status	Feasibility
Source	Availability	Effort	
Type			

6. Implementation

6.1. Human-Machine Interface

Present the requirements of the graphical user interface to be developed.

Present the graphical user interface story board and explain how it is used.

6.2. Machine-Machine Interface

Describe the communication requirements between several machines if any.

7. Conclusion and Perspectives

Make conclusions from your project and identify the perspectives that you can work on as future works...

8. Appendix

Add the additional material belonging to your project and not mentioned in the document sections such as code, database scripts...