Formula-1 Car Racing 6

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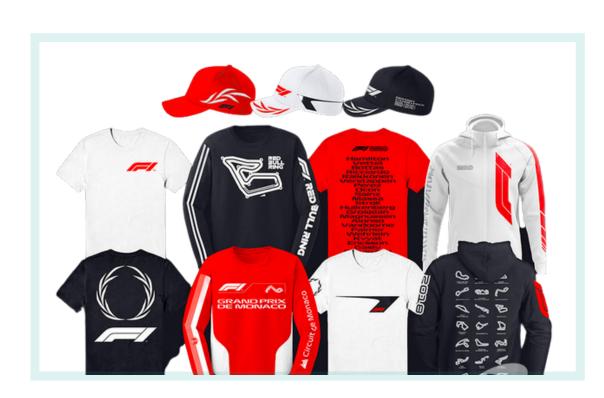
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CSE411 - SOFTWARE ENGINEERING AND INFORMATION SYSTEM DESIGN | EAST WEST UNIVERSITY

Objectives

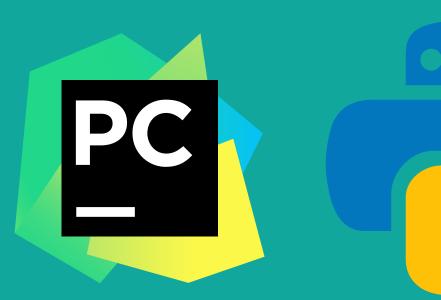
We aimed to design and build a complete Formula-1 Car Racing Exclusive Product selling system where we also integrated the match ticket selling feature.

Relevant and available tools and resources have been used to make the process smoother by following a result-oriented approach.



Tools & Frameworks

Pycharm, Django (Python 3.7+)



Methods

At first we made the diagrams, ui-ux and the prototypes before the development phase.

We have used different tools during the process:

- draw.io
- figma.com
- canva

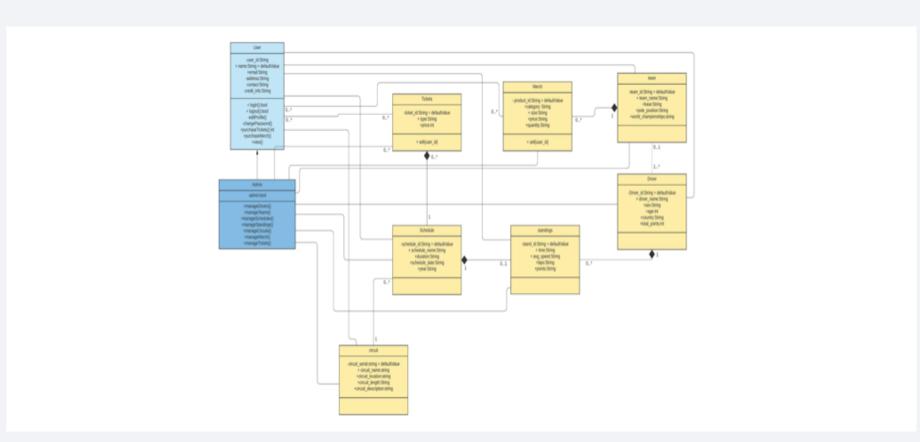
Development Phases

Phase	Objective	Status
Planning	Topic Selection, Wireframe	Complete
Protyping	Ui-Ux, Software Prototype	Complete
Development	Django Software	Complete
Testing	Testing Usecases	Complete

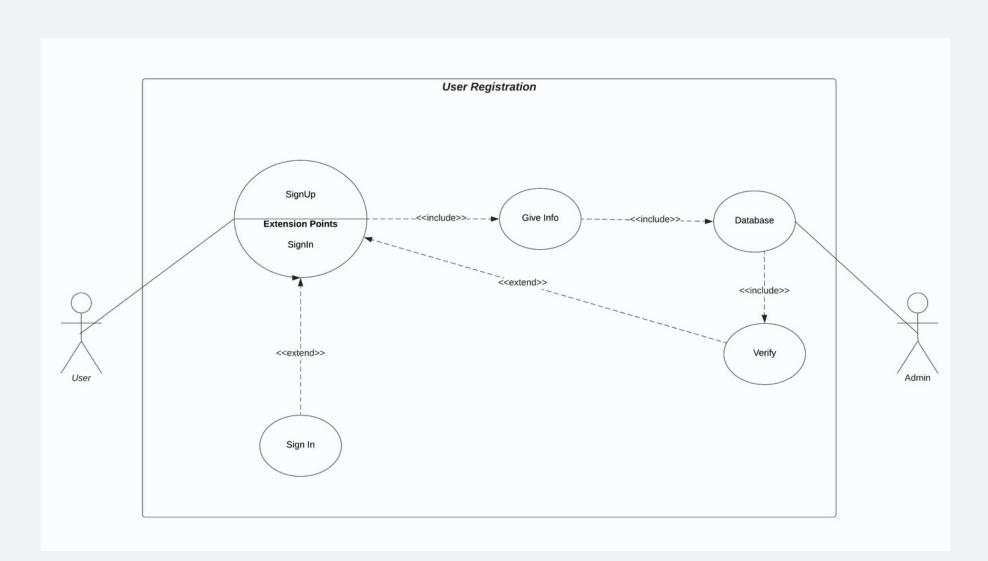
Results

We have finally made the software live in our local host and also tested it with a different use case to make sure all the features are functional. Everything is running smoothly, the user experience is sleek and easiest.

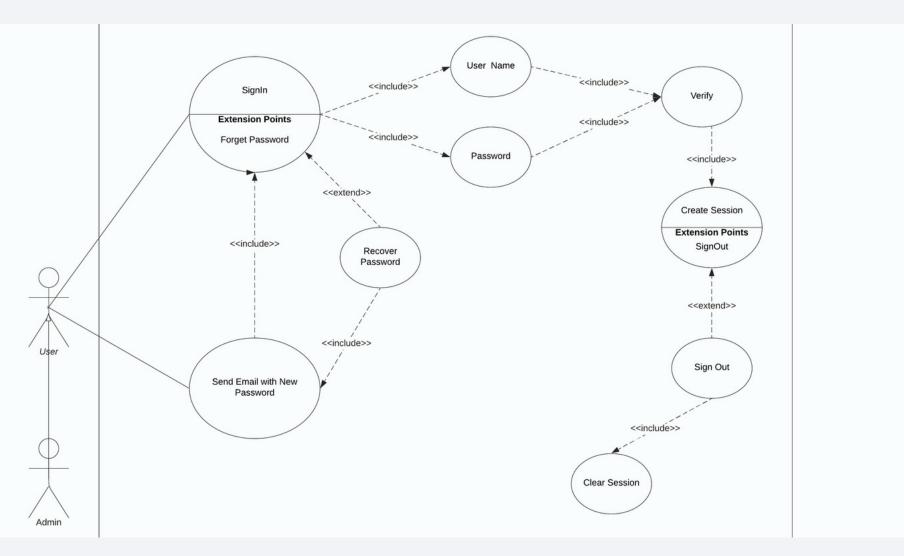
Diagrams



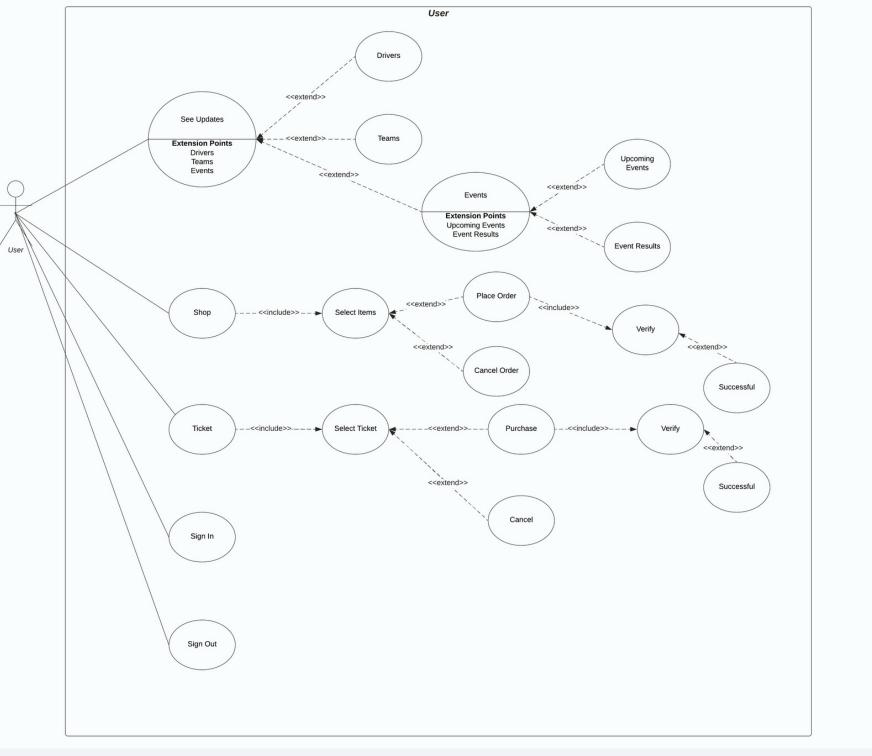
(Class Diagram)



(Use Case Diagram - User Registration)



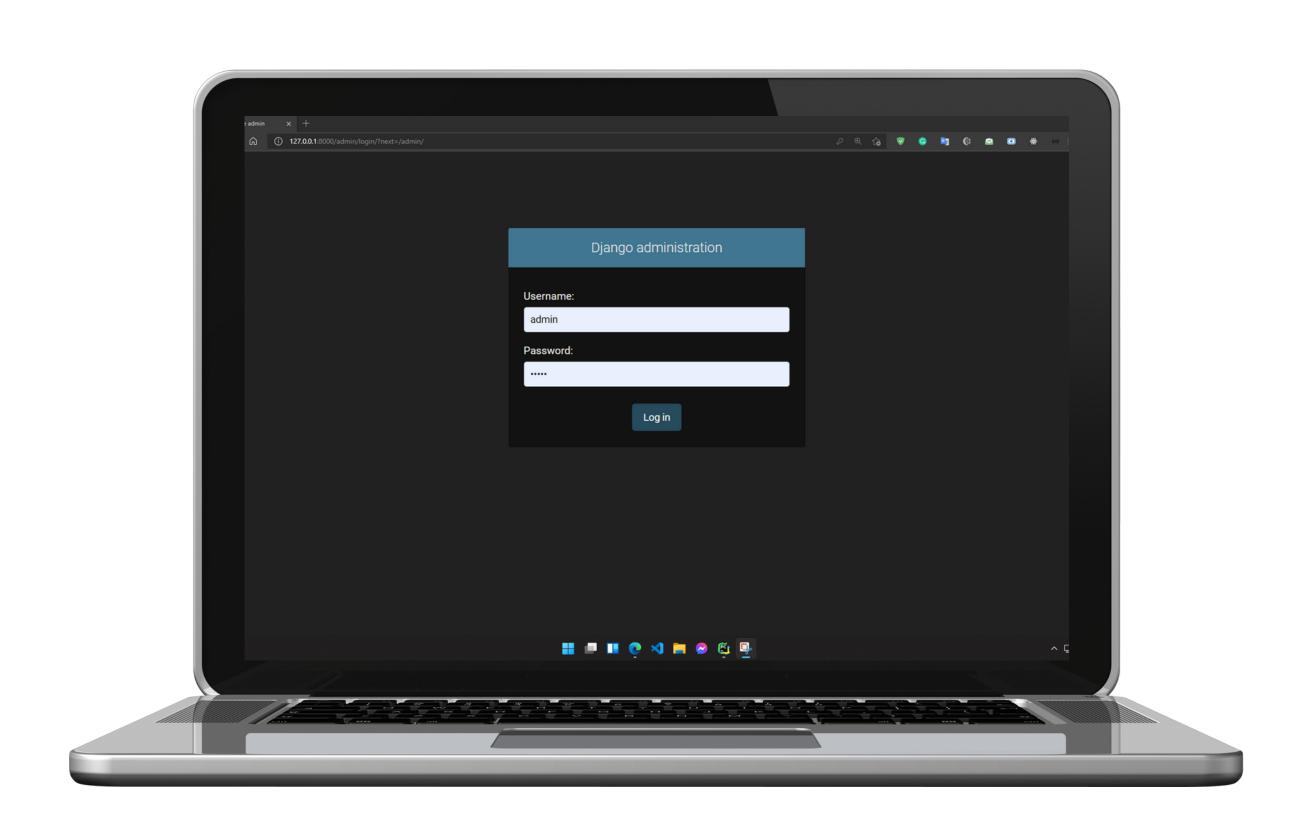
(Use Case Diagram - User Login/Logout)

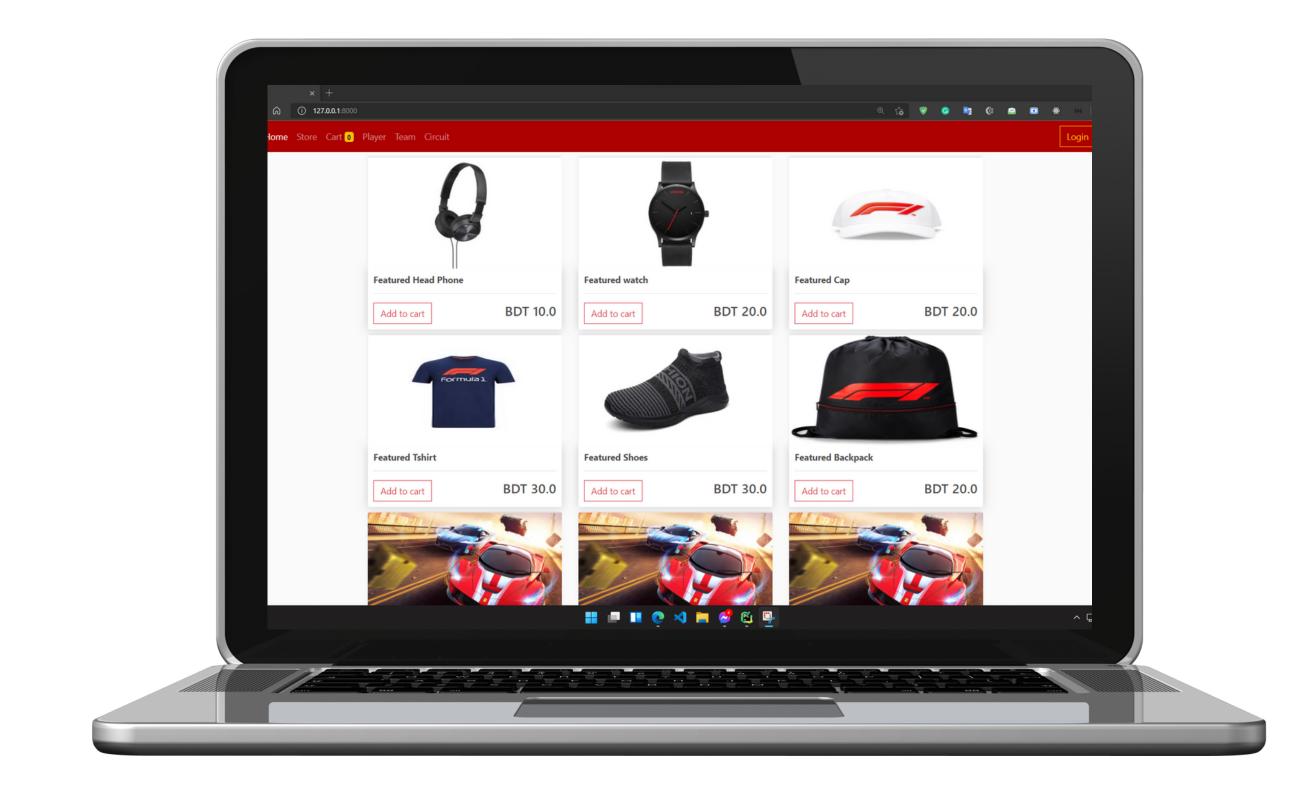


(Use Case Diagram - User Actions)

Results

We have gone through all the stages and successfully created our software that can fulfill the user's intention through the production shop and the ticket reservation features.





Conclusion

We have learned the actual process of the software development throughout this project. There were many challenges and new methods that we came through and finally could accomplish the intended goals by proper team work.

References

- SDLC tutorialspoint.com
- TESTING softwaretestinghelp.com