

SOFTWARE ENGINEERING STUDIO

EVENT MANAGEMENT SYSTEM

OVERVIEW

1. PROJECT BACKGROUND AND DESCRIPTION

Events play a critical role at the personal, organizational and business level of human lives. At the personal level, they are held to represent certain landmarks for example ceremonies and anniversaries. Event planning involves handling all logistics leading to an event. This includes outsourcing various vendors. These vendors supply various facilities to the vendor in order to facilitate the success of the event. The project aims at automating this process in order to;

- Allow event organizers to organize events.
- Bridge the gap between the event organizers and possible attendees through direct personified recommendations.
- Connect vendors with event organizers to allow organizers to acquire merchandise needed to organize the event e.g chairs and tents

2. PROJECT SCOPE

In order to achieve the above-named, the project will implement a web-based system that has an embedded chatbot that will be accessed over the internet through smartphones, small devices(iPad and iPad-like devices), and laptops.

Project In-scope

- One-page web UI with some details about the chatbot and a guide on how to use it.
- A chatbot
- Simulation of a text conversation with the user.
- Database for the system.

Project Out-scope

- Handle ticket sales.

The functionalities that will be implemented at the higher level are ;

1. Event organization module

This module will include;

- Merchandise inquiry
- Event planning to include important factors like Date, venue, and time.

2. Merchandise module

This module will include;

- Addition of merchandise to the system be used by event organizers to organize the events.

3 Event goers Module.

This module will include;

- Event inquiry
- Personified event recommendations

3. HIGH-LEVEL REQUIREMENTS

The system is a web-based application, As such, any device with internet access and the latest browser will be able to access it.

The system must include the following;

- Ability to allow users to access the application without downloading any software.
- Ability to simulate text based conversations with user.
- Ability to interface with the existing data warehouse application.

4. DELIVERABLES.

- Web-based Event organization system accessed through any device that uses the internet
- Back-end software for the system preferably MySQL.
- User manual and documentation.

5. AFFECTED PARTIES.

- Event goers

- Event organizers
- Merchandise vendors.

6. IMPLEMENTATION PLAN.

The project will kick off with the implementation of the stubs necessary to enable the development of the prototype. After that, a UI prototype will be developed which all the members will go through it to ensure that all required functionalities have been factored in and that the UX is excellent. The next process is to replace the stubs with the business logic starting with the Event organizer module, followed by the Merchandise Vendor module, and then the Event goer module last.

7 . LIST OF CONTRIBUTORS

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7. APPROVAL AND AUTHORITY TO PROCEED

NAME	Sign	date
Mr. Felix Okoth		