Eventify Pro: Smart Event Management System

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1. Introduction

Eventify Pro is a microservices-based event management system designed to provide seamless event creation, ticketing, real-time engagement, and analytics. It integrates Al-powered event recommendations, QR-based ticketing, gamification, and real-time chat features to enhance user experience and event interactions.

2. Problem Statement

Managing events efficiently remains a challenge for organizers and attendees. Issues such as fragmented communication, unorganized ticketing, lack of engagement, and poor analytics impact event success. Eventify Pro aims to resolve these challenges by offering a scalable, interactive, and data-driven event management solution.

3. Objectives

- Develop a scalable and secure event management platform.
- Implement microservices architecture with Eureka Server and API Gateway.
- Provide AI-based event recommendations for personalized user experiences.
- Enable QR-based ticketing for seamless check-ins.
- Integrate **real-time chat** and **gamification** features.
- Offer real-time analytics and insights for event organizers.
- Ensure efficient notifications and reminders for better engagement.

4. Scope of the Project

- Users: Attendees, Organizers, Admins.
- **Events:** Creation, Management, Ticketing, Check-ins.
- Payments: Secure transactions, refunds, and wallet integration.
- Engagement: Leaderboards, Chat, Gamification.

- Analytics: Event performance insights, attendee behavior tracking.
- **Notifications:** Email, push notifications, event reminders.

5. Technologies Used

Component	Technology Used	
Backend Framework	Spring Boot (Java)	
Service Discovery	Eureka Server	
API Gateway	Spring Cloud Gateway	
Database	MySQL / PostgreSQL	
Authentication	JWT + Spring Security	
Real-Time Chat	WebSockets	
Al Recommendations	Scikit-learn (Self-hosted)	
Notifications	Firebase + SMTP	
Data Streaming	Apache Kafka	

6. Expected Outcome

- A fully functional, microservices-based event management system.
- Al-powered event recommendations for personalized user engagement.
- Seamless ticketing & check-in system using QR codes.
- Enhanced user experience with real-time chat and gamification.
- Secure payments and refunds via an integrated wallet system.
- Automated notifications & reminders for better event participation.
- **Detailed analytics and insights** for event organizers.

7. Entity-Relationship Diagram (ERD)

The ERD represents the key entities and their relationships across 6 microservices:

• Key Entities:

- 1. **User Service:** Users, Roles, Preferences.
- 2. **Event Service:** Events, Tickets, Venues.
- 3. **Payment Service:** Transactions, Wallet, Refunds.
- 4. **Gamification Service:** Leaderboards, Rewards, Points.
- 5. **Notification Service:** Emails, Push Notifications.
- 6. **Analytics Service:** Event Engagement, User Metrics.

• Entity Relationships:

- 1. Users can book Tickets for Events.
- 2. Events are linked to Venues.
- 3. Users earn Rewards & Points through Gamification.
- 4. Transactions store Payments & Refunds.
- 5. **Notifications** are sent for **Events & Transactions**.
- 6. Analytics track Event Performance & User Engagement.

