IN PARTNERSHIP
WITH
PLYMOUTH
UNIVERSITY

Name: Nisal Jayamanne
Student Reference Number: 10899272

Module Code: PUSL2021	Module Name: Computing Group Project						
Coursework Title: Submission of the Project Proposal							
Deadline Date: 25 th of October 2023							
Programme: BSc(Hons.) Technology Management							
Please note that University Academic Regulations are available under Rules and Regulations on the University website www.plymouth.ac.uk/studenthandbook .							
H.G.D.N.Nimeka - 1089 T.T.B.G.Imbuldeniya - 1089 M.N.S.A.Mugunathenna - 1089 D.J.N.Chamika - 1089 P.D.G.S.Jayaratne - 1089 A.M.O.A.B.Abeysinghe - 1089	31927 98820 99272 99291						
We confirm that we have read and understood the Plymouth University regulations relating to Assessment Offences and that we are aware of the possible penalties for any breach of these regulations. We confirm that this is the independent work of the group.							
Signed on behalf of the group:	D.J.N. Chamika Project Leader						
Overall mark% Ass	essors Initials Date						

^{*}Please delete as appropriateSci/ps/d:/students/cwkfrontcover/2013/14

Event Management and Planning System

Table of contents

>	Project Overview	3 - 4
>	Objectives of the Project	. 4 - 5
>	Target Users	5
>	Application Features and Description	6
>	Project Time Frame	6 - 7

Project Overview

The system we are proposing is an event-organizing web application. Events are a key component of our campus culture in the busy pace of academic life, providing chances for communication growth, and connection. We propose the development of an event management and registration system in recognition of the key function that effective event organization plays. This system makes event registration, management, and communication simpler, which benefits participants, organizers, and university clubs/groups.

Key components:

1. Participant and Organizer Registration:

Participants and event organizers must register on the website to ensure the security and smooth operation of the events.

2. Event Registration through payment process:

Users will be able to easily register for events through our web application's user-friendly process. A fast registration process will be done by collecting the necessary details of the participants like name, email address, mobile number, and desired ticket class by ensuring the privacy of the users.

3. Event Selection and Information:

Users will receive an easy-to-use homepage containing a list of available and upcoming events immediately after they log in, so participants can make well-informed decisions about attending events.

4. Event Details:

After selecting an event, participants will find all the necessary information about the event such as date, time, venue, details of the artists and hosts, a description of the event including organizers' details, details of the sponsors, photos, and advertisements, ticket selection, where to buy the tickets if online payments cannot be done and prices of them, dress code and rules & regulations, whether seats are available (in which section).

5. Support for Clubs and Organizations:

Our system will help all the clubs and organizations on campus, providing them with a platform to effectively communicate with participants, plan events, and keep track of attendance with organizing tools like attendance tracking, and real-time communication, allowing organizers to inform participants of any event changes through SMS or email.

Objectives of the Project

The main objective of implementing this web application is to help the event organizers of this campus to organize events more simply, efficiently, and easily while it makes easier for the participants to get informed regarding the events and participate in them.

Some other objectives are,

- The participants and organizers of events must log in to the system before use.
- When registering details like First name, last name, email address, mobile number, and credit/ debit card numbers must be collected.
- Users must be able to add a profile picture and customize the profile including credit/ debit card numbers.
- The event organizers must be able to display the events on the system.
- The participants must be able to see all the available and upcoming events on the home page.
- The participants must be able to see the details of the event that they selected from the home page.

- The event details must include the date, venue, time, details of artists and hosts, details of the sponsors, dress code and rules & regulations, and seat availability.
- The participants must be able to see the availability of tickets and select a ticket category.
- Participants must be able to select the payment type(Visa/ Master cards or PayPal).
- When participants purchase tickets, the organizers must be able to get attendance.
- The organizers must notify the participants if there is any change in the event through the system(via email or SMS).
- The administrators of the system must be able to make changes to the system.
- Saves time for both participants and organizers if the ticket-selling and purchasing process is manual.
- Each user will get a separate ID and according to the ID, the interface might change.
- Participants must be able to give feedback regarding the event.

Target Users

- Event organizers the users that organize events and make participants participate and purchase tickets.
- Participants the users who participate in the events by purchasing tickets.
- Administrators the ones that make changes to the system.

Application Features and Description

- User-friendly Interface and interactive UX help the users to use the system more efficiently and
- Event organizers can register through the administrator of the system.
- Users can purchase tickets at any time.
- Since there are several payment methods, users can pay more conveniently.
- Participants can select the ticket category.
- Participants can get information about each event.
- Organizers can get attendance with more details or relevant events.
- Since this is a web application, all the users can use it regardless of the operating system.
- Organizers can get feedback from participants to improve their upcoming events.
- Participants get notified regarding relevant events if there is a change.

Time Frame

Event Management and Planning System

Task	Starting Date	Finishing date	No.of Days
Requirement Gathering	17/10/2023	22/10/2023	5
Finalizing project proposal	22/10/2023	25/10/2023	3
Planning	26/10/2023	09/11/2023	15
Design	10/11/2023	02/12/2023	23
Implementation	03/12/2023	15/02/2024	75
Testing and Debugging	15/02/2024	29/02/2024	14
Deployment	01/03/2024	13/03/2024	13
Quality Assurance	14/03/2024	02/04/2024	26
Launch	04/04/2024	24/04/2024	20

Computing Group Project – PUSL 2021

