SOFTWARE REQUIREMENTS SPECIFICATION

for

Conference Registration Management System

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April 5, 2024

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1 Introduction

1.1 Purpose

In today's dynamic world of conferences and events, the absence of a comprehensive and adaptable conference registration management system poses significant challenges for organizers. Currently, event organizers are often burdened with the daunting task of starting from scratch with each event, reinventing the wheel as they navigate through the complexities of registration, payment processing, and attendee management.

Recognizing this critical gap in the industry, our project aims to revolutionize the way conferences are organized and managed. We endeavor to fill this void by introducing a pioneering solution – a customizable conference registration management system that provides a robust framework for seamless event planning and execution.

Our system is not merely another off-the-shelf software; it represents a groundbreaking innovation tailored to the unique needs of conference organizers. By offering a user-friendly platform where organizers can effortlessly create custom registration windows and manage attendee data, we empower them to focus their energies on crafting exceptional event experiences rather than grappling with technical intricacies.

Through our project, we aspire to streamline the entire event lifecycle, from initial registration to post-event analysis, thereby maximizing efficiency, enhancing attendee satisfaction, and ultimately elevating the success of every conference. Our purpose is to be the catalyst for positive change in the events industry, providing organizers with the tools they need to thrive in an ever-evolving landscape.

In essence, our project is not just about building software – it's about empowering organizers to realize their vision, revolutionizing the conference experience, and shaping the future of event management.

1.2 Intended Audience and Reading Suggestions

This SRS is for organisers of the conference. It provides all the nitigrities that are involved in the project and are laid out in the subsequent sections.

1.3 Project Scope & Description

The project aims to empower event organizers by providing them with tools to create customized registration forms and logic, and effectively manage registrations. Through intuitive interfaces and seamless integration with backend systems, organizers can effi-

ciently tailor registration processes to suit their event's unique requirements, enhancing attendee experience and streamlining event management.

The user journey commences with organizers accessing the platform's user-friendly interface, where they can easily create and customize registration forms for their events. Organizers are presented with a range of options to add and configure form fields, allowing them to collect specific attendee information relevant to their event.

Once the registration form is created, organizers have the flexibility to implement custom logic and rules based on attendee responses. This intricate logic allows organizers to dynamically adjust the registration process, displaying or hiding form fields based on specific criteria, thereby enhancing the user experience and improving data collection accuracy.

Upon finalizing the registration form and logic, organizers can seamlessly integrate the registration process into their event website or landing page. Attendees are guided through a smooth registration journey, where they can input their information and select registration options tailored to their preferences.

Throughout the event registration period, organizers can efficiently manage registrations through the platform's management dashboard. From monitoring registration numbers and attendee details to processing cancellations and refunds, organizers have full control over the registration process, ensuring a seamless and organized event experience for all participants.

In summary, the Conference Registration Management System serves as a comprehensive solution for event organizers, empowering them to create customized registration processes and efficiently manage registrations for their events. By providing intuitive interfaces, customizable logic, and seamless integration with backend systems, the platform enhances organizer productivity and attendee satisfaction, ultimately contributing to the success of events and conferences.

1.4 Document Organization

The document is structured into two chapters to provide a systematic exploration of the project's requirements. In Chapter 2, detailed functional requirements are presented, encompassing seven key functionalities with unique identifiers, types, preconditions, descriptions, inputs, processing steps, and expected outputs. Chapter 3 shifts focus to non-functional requirements, outlining four distinct characteristics with their respective descriptions. This organized approach ensures a clear and concise presentation of both the specific functionalities and broader attributes crucial for the project's development, fostering efficient communication and comprehension among Client and our team.

2 User Profile

I. Organiser of Events:

- 1. Role: The organiser who will be the primary user of the system , holds privileges to control the registration process
- 2. Responsibilities:
 - Conference Management: The organiser of the conference will be able to modify the registration process (form) and will be able to view.
- 3. Type: Technical

II. Conference Participants

- 1. Role: Interested participants of the conference
- 2. Responsibilities:
 - Use the form generated: The pariticipant will register through this form that is generated.
- 3. Type: Non Technical

3 Functional Requirements

3.1 User Authentication

Requirement ID:

UC-1

Actors:

- Google API
- User
- Database

Type:

Input

Precondition:

None

Description:

The User Authentication module is responsible for verifying the identity of users accessing the system. This process ensures the security and privacy of user accounts. The authentication is primarily based on the user providing valid Gmail credentials.

Inputs:

The input for this module is the user's Gmail credentials.

Processing:

The processing involves utilizing Google Authentication services to verify the provided Gmail credentials. This typically involves communicating with Google servers to validate the user's identity.

Outputs:

Upon successful authentication, the user is redirected to the dashboard.

3.2 Organiser Dashboard

Requirement ID:

UC-2

Actors:

- User
- Database

Type:

Output

Precondition:

User is authenticated

Description:

The dashboard will serve as the interface where the user can get information about the conferences he/she has started. The user will also have the option of starting a new conference registration form .

Inputs:

No specific user inputs are required for this module. The user needs to be authenticated to access and view the dashboard.

Processing:

The processing involves retrieving user information from the system database and formatting it for presentation on the user interface. The information is then displayed to the user in an organized and user-friendly manner.

Outputs:

The dashboard provides a comprehensive view of the information relating to the activity of the user.

3.3 Conference Registration Page Creation

Requirement ID:

UC-3

Actors:

• User

Type:

Input

Precondition:

User is on Dashboard.

Description:

The Conference Registration Page Creation module will help to create registration logic and UI for the conference. It will provide the user with variety of options to decide and customise the registration process to a large extent.

Inputs:

The input will be the user choices that decides the structure of the form.

Processing:

The system will apply logic in order to meet the demand of the user with respect to the design of the registration

Outputs:

The module will create a functional requirement

3.4 Payment

Requirement ID:

UC-5

Actors:

- Payment Gateway
- User
- Database

Type:

Interface

Precondition:

User has filled the form.

Description:

The Payment module (Requirement ID: 5) is a crucial interface that facilitates the financial transaction associated with the registration process. This will work on behalf of the organiser to get payment after the user registraters for the event.

Inputs:

The input for this module is the user's selection of a payment method from the list of options provided on the Payment Page. Users can choose any available payment method that suits their preferences.

Processing:

The processing involves initiating the selected payment method, redirecting the user to the corresponding payment gateway. The payment gateway processes the transaction, ensuring secure and efficient payment processing

Outputs:

Upon successful payment, the payment status is acquired. Simultaneously, the user's information is updated in the database, reflecting the successful payment and ensuring the user's access to the subscribed services. The payment status is displayed to the user, providing confirmation of a successful transaction. This ensures transparency and informs the user about the outcome of their payment process.

3.5 Conference Details

Requirement ID:

UC-6

Actors:

- Google API
- User
- Database

Type:

DB Inquiry

Precondition:

The organiser is on the dashboard and clicks on the conference details button

Description:

This module will allow the user to view the details like number of registrations for the conference, amount collected to the organiser and will also allow the organiser to change the info regarding the conference.

Inputs:

The input will be related to doing the above mentioned functions

Processing:

The processing involves querying the database to retrieve the conference details and modifying the data base (if any changes are made).

Outputs:

The changes made to the conference will be reflected on the registration page.

4 Nonfunctional Requirements

4.1 Interface Requirements

The product will have alternate paths for any operation that will ensure freedom of choice.

4.2 Security Requirements

The product will provide adequate security to the details of the customer by virtue of the technologies used.

4.3 Compatibility

The product will be compatible with commonly used web browsers.

4.4 Customizability

Payment

-The modes of payment available for the customer can be modified.

Implementation

-The code will be modular with proper description of what each function does making it easy to integrate it in other SaaS based applications.