

Setup Document

# Tech-Rex

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# Preface

This setup-document will detail the technical information of the system,such as the process of buying a ticket or using the different applications, as well as the possible scenarios visitors might come across.

The point of this document will be to keep track of the the situations we expect to occur during the event, and to have all the requirements of the system noted by priority, so we may use the information when we begin working on the functionality of the system.

This will allow us to work more efficiently as we’ll have the logic of the system written here.

# Client

The client is Jolaro Guil, CEO of E-Vents. Jolaro wants our team to develop a system for the upcoming event, Pulse Music Festival, their company is organising.

This will include a website for visitors to buy tickets and discuss the event, a database to store the information about the event and its visitors, and several applications to be used by staff members during the event.

# Processes

## Ticket Aquirement

A group of 4: Ryan, Daniel, Prince, and Surya decide to visit the latest music festival they saw some advertisements for. With the 4 of them together, Daniel visits the website of the event to buy tickets for all of them.

On the front page they see the information about the event again, including the amount of days before it begins. They see the different artists performing per day, and what time they will be performing.

They also read that they can reserve a camping spot in “Park Kuierpad” which is near the event. They decide to do just that, but Surya can’t stay on the last day of the event, so he decides instead to get a ticket for Friday and Saturday.

After clicking the “Buy ticket” button, they have the choice of buying a single ticket or reserving a camp spot for the group. They first choose reserving the camp spot for the 3. A ticket for the entire event is included for each person when they reserve a camp spot.  
There they enter their information such as their e-mail address, name and date of birth and password.

If the entered information is valid and they’re over 18 years, they can click a button to add that person to the group. Daniel does so first, then Ryan, then Prince. Daniel clicks the “Finish selecting group” button when they’re all done.

Afterwards, the total price will be displayed as well as their group size. They also have the option of heading back and adding another person to the group if they’d like.

Finally daniel buys the tickets, and they each receive an email including the information about their ticket, and a QR code to be printed out and brought to the event.

Surya continues to buy his ticket. He gets the choice of choosing which day(s) he wants to be there. He also buys his ticket in the same way.

In their email, they get the chance to add funds to their event account, which will be used during the event. They each do so, and are now ready for the festival

## During the event

On the day of the event, the group heads there with their e-tickets. In front of the entrance, they get their e-ticket scanned by staff, and are given an RFID bracelet in return. This contains information about their account and will be used across the event, such as when buying food and drinks.

After receiving their bracelet, they head inside where they scan their bracelet in order to check-in to the event.

Ryan wants to buy some drinks, so they head to one of the stands around the event. At the stand, they tell the staff what they want to buy. The staff member enters this into the application. Ryan swipes his bracelet over the scanner, and is given his drink and a receipt. The others in the group do the same.

Later on near the end of the day, Surya decides to leave.

The others are ready to head to the camping spot, but Daniel forgot his laptop charger, so he quickly heads to a stand for borrowing things.

After asking the staff if they have a charger for his laptop, they say yes and tells him that he’ll pay 50% of the price as a deposit which he’ll get back when he returns the charger, and that for each day he rents the charger, he’ll pay 20 euro for renting it.

After swiping his bracelet, he receives the receipt and charger.

Now the group of 3 head to the camping site to relax and rest. At the entrance to the site, they each swipe their bracelet, and are told where their spot is and where to go.

At the site, Daniel goes on the event website again, where he logs into his account using his email address and password. He finds the receipts of his drink and charger, as well as a section showing that he still has a charger which he’ll have to return later.

On one part of the website, he finds an embedded Twitter timeline with all the tweets people made about the event. He also wants to tweet that he’s having a good time, so he clicks the “Tweet” button, and does so.

When Prince goes to buy more drinks and food, the staff tells him that he doesn’t have enough funds on his account to buy all of it. He heads over to one of the paypal terminals, where he quickly adds more money to his event account, and goes to buy the food and drinks.

At the end of Saturday, Surya heads to leave to event, swipes his bracelet and all the money left in his event account is returned to his bank account.

The end of the event comes for the rest of the group on Sunday, and they head to leave as well.

When Daniel swipes his bracelet, he’s told that he still has a charger he needs to return, which he completely forgot about.

He does so at the same place, the exit, where the deposit is returned to his account minus the rent price.

With this, the event is over, and they’ve had a good time.

# Functional Requirements

## Application requirement grouping

**Entrance application:** This application will verify the QR code and check the visitor into the event.

**Exit application:** This is used when the visitor decides to leave the event, even when they’re just leaving for the day and want to return the next day. The person using the application has the choice to return the money from the visitor’s event account.

A list containing any loaned items the visitor hasn’t returned yet will also be shown

**Camping application:** This checks a visitor into camping, only if they chose to reserve a spot when they bought their ticket. It also lists the information of the camping spot, so the staff using it can point the group to their spot.

**Sales application:** Used at the food and drink stands. Shows a list of the shop’s inventory, which the staff can pick and add to the cart depending on the customer’s order. The order is finalised when the customer swipes their bracelet.

**Loaning application:** Used at the stand for loaning items. Also shows a list of the shop’s inventory. When the staff adds the order to the cart, the customer swipes their bracelet. The application then shows any items the customer already rented, if any, and the staff can finish the order with a button.

If the customer wants to return something, they swipe their bracelet, and the staff can remove the item from the customer’s list, which will return the deposit minus the amount of rent the customer pays.

**Event status application:** To be used by the organisation when they want to see the status of the event.

A list is shown with information of each visitor such as their balance; how much they spent; if they’re checked into the event, still haven’t checked in, or if they checked out and if they reserved a camping spot, which they can sort or search by a category.

There would also be buttons with categories of the event such as sales information and visitor information, including how many tickets were sold and how many visitors checked in.

**Paypal logfile application:** During the event, paypal sends logfiles with information of the deposits during certain times. This application will send that information to the database.

## Project MoScoW list

**Must have**

*Website:* Functionality to sell tickets, create an event account, and email a QR code with account info .

*Sales application:* Sell food and drinks when a visitor scans their bracelet. Remove the paid balance from the visitor’s event account.

*Loan application:* Loan different items, remove the deposit amount from the visitor’s event account after they scan their bracelet. Return the deposit when the visitor returns the item, while keeping the amount of rent to be paid.

*Entrance application:* Check the visitor into the event, setting their status as “Checked in”

*Exit application:* Checks the visitor out of the event, setting their status as “Checked out”

*Camping application:* Check the visitors into the camping if they’ve paid.

*Event status application:* List all relevant information about the event and its visitors

*Paypal logfile application:* Transfer the information from the logfiles into the database

## 

## **Should have**

*Website:* Allow visitors to read and write tweets about the event. Also allow visitors to log into their account on the website and look at their receipts.

*Exit application:* Allow visitors to return any items they haven’t returned yet on the spot

**Could have**

*Website:* Allow visitors to read and write posts onto the event’s facebook feed.

*Camping aplication:* Show a map of the camping site, with the group’s spot highlighted.

**Won’t have**

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## User Interface

*Sales application:* The person using it will see a list of the shop’s current inventory, and can choose which product and how many to add to the cart, depending on the customer’s order. After having the customer swipe their bracelet, they click a button to finish the order.

*Loan application:* Similar to the sales application, the shop’s inventory is shown, which the person can pick and add to the cart. After the customer swipes their bracelet, they can finish the order by clicking a button.

A list of the customer’s currently owned items also shows up when they swipe their bracelet, which the person using the application can pick and remove from the list, and finish the return by clicking a button

*Entrance application:* The person using it can see what type of ticket the visitor has. If the visitor has a ticket only for Friday, but show up on Saturday, the person using the application can deny entry. Otherwise, they can check the visitor into the event.

*Exit application*: The person using it can see if the visitor still has items they haven’t yet returned. They can then use the same system as the loan application in order to get the item back on the spot. They can click a checkout button to check the visitor out of the event.

*Camping application:* Shows whether the visitor’s group has paid for camping or not. If they have, it displays the camping spot number and location. The person using this can check the visitor in.

*Event status application:* The app at first shows a list of all visitors and information about the event such as the amount of tickets sold. The person using this can click on a button to the side with different categories. New information about that category is then shown.