## PRAKAIPA VOTING DATABASE

## User Requirements:

- -The people who are a part of the voting application are categorized into admin, participants, students, volunteers and voters.
- The admin is controls and manages the application. Each admin has a unique id (a\_d), a name (a\_name) and an email address (a\_email). The admin can add teams, view the live count of votes, and verifies teams. He also manages the event volunteers.
- Users hold just 3 attributes, a unique id(usn), a name(u\_name) and an email(u\_email). A user can either be a volunteer, a participant, or a voter.
- The volunteers are responsible for scanning students' ID cards, that marks the students' presence in the event.
- Attendance consists of a unique id attribute(a\_id), an android ID that identifies a volunteer's registered phone(androidId), the volunteers unique ID(usn), and a lastModifiedAt attribute that saves the last scanned data entry from a volunteer.
- RegisteredPhones hold the necessary details of volunteers  $\hat{a} \in \mathbb{T}^M$  phones, and makes those volunteers eligible to scan the ID cards. It holds a unique  $id(r_id)$ , the volunteers  $\hat{a} \in \mathbb{T}^M$  and roid ID(androidId), an isVerified attribute that is set by the admin. And a registeredAt attribute that holds a timestamp of the time the phone was registered.
- Teams has a unique id (t\_id), a team name(t\_name), a description(team\_description), a createdAt attribute that is a timestamp for when the team was created, an. Additionally, it holds a photoUrl that would help voters identify the project that they would want to vote for.
- -For the votes to be recorded, ratings has a unique id(rating\_id), the voter's unique ID(usn), and the ids of the teams the voter has voted for(t\_id).
- For the user authentication, nonce and sessions are used. Nonce has 3 attributes, count, nonce and a timestamp. Sessions contains a unique id(s\_id) a timestamp, and a token. The valid token that ensures secure usage contains the nonce, a payload through which the information is securely sent and received, and a signature.

After the completion of the event, the admin can fetch the results, release it to the students and announce the prize winners.

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