Department of Computer Science and Engineering

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B. TECH. (CSE)

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UE21CS341A – SOFTWARE ENGINEERING

PROJECT REPORT

ON

Event Management System

SUBMITTED BY

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SOFTWARE ENGINEERING PROJECT: EVENT Management System

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Introduction to our Event Management Mobile Application:

In today's dynamic world, event planning and management are no longer confined to a select few. Many individuals and organizations require effective tools to organize and discover events. Existing event management platforms often lack user-friendliness, customization, and robust event recommendations. Our project, "Event Master," seeks to address these challenges by creating an efficient, user-centric, and comprehensive event management mobile application.

Features and Goals:

To cater to the diverse needs of event organizers and attendees, the Event Management mobile Application project aims to achieve the following goals:

1. User-Centric Interface: Develop an intuitive and user-centric mobile interface that ensures smooth event management and browsing.

2. Comprehensive Event Database: Create a comprehensive database of various event types, venues, and services to cater to a wide range of user preferences.

3. Customization Features: Implement advanced customization options, allowing event organizers to personalize their events, and attendees to filter and find events according to their preferences.

4. Quality Assurance: Establish partnerships with event service providers to maintain quality standards and ensure a consistent level of service.

5. Efficient Event Discovery: Implement advanced search and recommendation algorithms to help users discover events effortlessly, ensuring that event organizers can reach their target audience effectively.

6. Payment Security: Prioritize robust security measures to safeguard user payment information, building trust among event organizers and attendees.

The Event Management mobile Application project will include the following key features:

1. User Registration and Profiles

2. Event Listings and Descriptions

3. Customizable Event Creation

4. Vendor and Service Provider Integration

5. Event Organizer Dashboard

Methodology:

Creating a mobile application with the features mentioned above requires a structured Software Development Life Cycle (SDLC) approach to ensure efficiency, quality, and successful delivery. Here's a sample methodology for developing such a mobile application:

1. Project Initiation:

- Define the project scope, objectives, and requirements.

- Identify stakeholders, including event organizers, attendees, and administrators.

- Create a project charter and establish the project team.

2. Planning:

- Develop a detailed project plan with timelines, milestones, and resource allocation.

- Define the technology stack, database structure, and platform (mobile).

- Identify potential risks and mitigation strategies.

- Set up the development, testing, and deployment environments.

3. Requirement Analysis:

- Gather and document detailed functional and non-functional requirements for each feature.

- Create wireframes, mockups, and user stories to visualize the mobile application's user interface and flow.

- Prioritize features based on user needs and business goals.

- Conduct feasibility studies to assess technical, financial, and legal aspects.

4. Design:

- Develop the system architecture, data models, and database schemas.

- Create high-fidelity UI/UX designs for the mobile application.

- Design the database structure to store user profiles, event information,and reviews.

- Plan for scalability and security measures.

5. Development:

- Start coding the mobile application using V-model

- Implement each feature incrementally, starting with user registration

- Use version control systems to track code changes.

- Regularly conduct code reviews and testing to maintain code quality.

6. Testing:

- Perform unit testing, integration testing, and system testing

- Create test cases and automate testing where possible.

- Conduct user acceptance testing (UAT) with selected users or testers.

- Ensure the mobile application is compatible with various devices.

7. **Deployment**:

- Prepare for a staged deployment, starting with a limited user base.

- Monitor mobile application performance, scalability, and security.

- Establish backup and disaster recovery procedures.

8. User Training and Documentation:

- Develop user guides and documentation for event organizers, attendees.

9. Launch and Marketing:

- Roll out the mobile application to a wider audience.
- Implement marketing strategies to attract event organizers and attendees.
- Monitor user feedback and address any issues promptly.

10. Maintenance and Support:

- Provide ongoing maintenance, bug fixes, and updates.
- Continuously improve the mobile application based on user feedback.
- Monitor mobile application performance and security.

11. Post-Implementation Review:

- Conduct a post-implementation review to assess project success and lessons we learned.
- Identify areas for improvement and plan for future enhancements.

Conclusion:

With the development of "Event Master," this project aims to create a versatile, user-friendly event management mobile application that addresses the identified challenges and offers a superior event planning and discovery experience. Through efficient features and a vast network of event service providers, this mobile application aims to become the top choice for event organizers and attendees seeking convenient and personalized event solutions.

PES University,Bangalore
Department of Computer Science and Engineering
UE21CS341A: Software Engineering

Software Requirements Specification

for

Event Management System

Version 1.0 approved

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PES University
18/10/23

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Introduction

Purpose

The software requirements specified in this document pertain to the Event Management System, Revision 1.0. This document outlines the functional and non-functional requirements for the system. It covers the entire scope of the Event Management System.

Intended Audience

This document is intended for various types of readers, including:

- Developers
- Professors
- Users
- Testers

This SRS provides an overview of the Event Management System and its requirements. It is organized into sections that describe the purpose, scope, and references for the system.

Product Scope

The Event Management System is designed to facilitate event planning and coordination. It allows users to create and manage events, RSVP for events, and view a homepage displaying all upcoming events. The system aims to streamline event management processes and enhance user experience.

References

This SRS document refers to the following documents and resources:

1. Synopsys

- **Author:Shamith Chandra,S Shreedharan,Sharath MS**
- **Version: 1.0**
- **Date: 14/9/2023**

Overall Description

Product Perspective

The Event Management System is a standalone mobile application designed to facilitate event planning and coordination. It serves as a centralized platform for users to create, modify, and manage events. Additionally, users can sign up, log in, log out, RSVP for events, and view a homepage displaying all upcoming events. The system is self-contained and does not have direct dependencies on external systems.

Product Functions

- Add Event:
  - Allow users to create and add new events to the system.

- Modify Event:
  - Enable users to make changes or updates to existing events.

- Sign Up:
  - Allow new users to create accounts and gain access to the system.

- Log In:
  - Provide a secure login mechanism for users to access their accounts.

- Log Out:
  - Allow users to securely log out of their accounts.

- RSVP for Events:
  - Allow users to indicate their attendance or interest in attending specific events.

- Homepage Display:
  - Display a list of all upcoming events on the homepage for easy access and navigation.

User Classes and Characteristics

1. Event Organizers

- Description: Experienced users responsible for creating and managing events.
- Pertinent Characteristics: High technical expertise, frequent system use.

2. Attendees

- Description: Users interested in attending events.
- Pertinent Characteristics: Moderate technical expertise, occasional system use.

It's important to note that while all user classes are essential, special attention should be given to Event Organizers, as they play a crucial role in managing events effectively.

Operating Environment

The software will operate in the following environment:

- Hardware Platform: Android and IOS phones
- Operating System and Versions: All versions of Android and IOS
- Other Software Components or Applications:

Design and Implementation Constraints

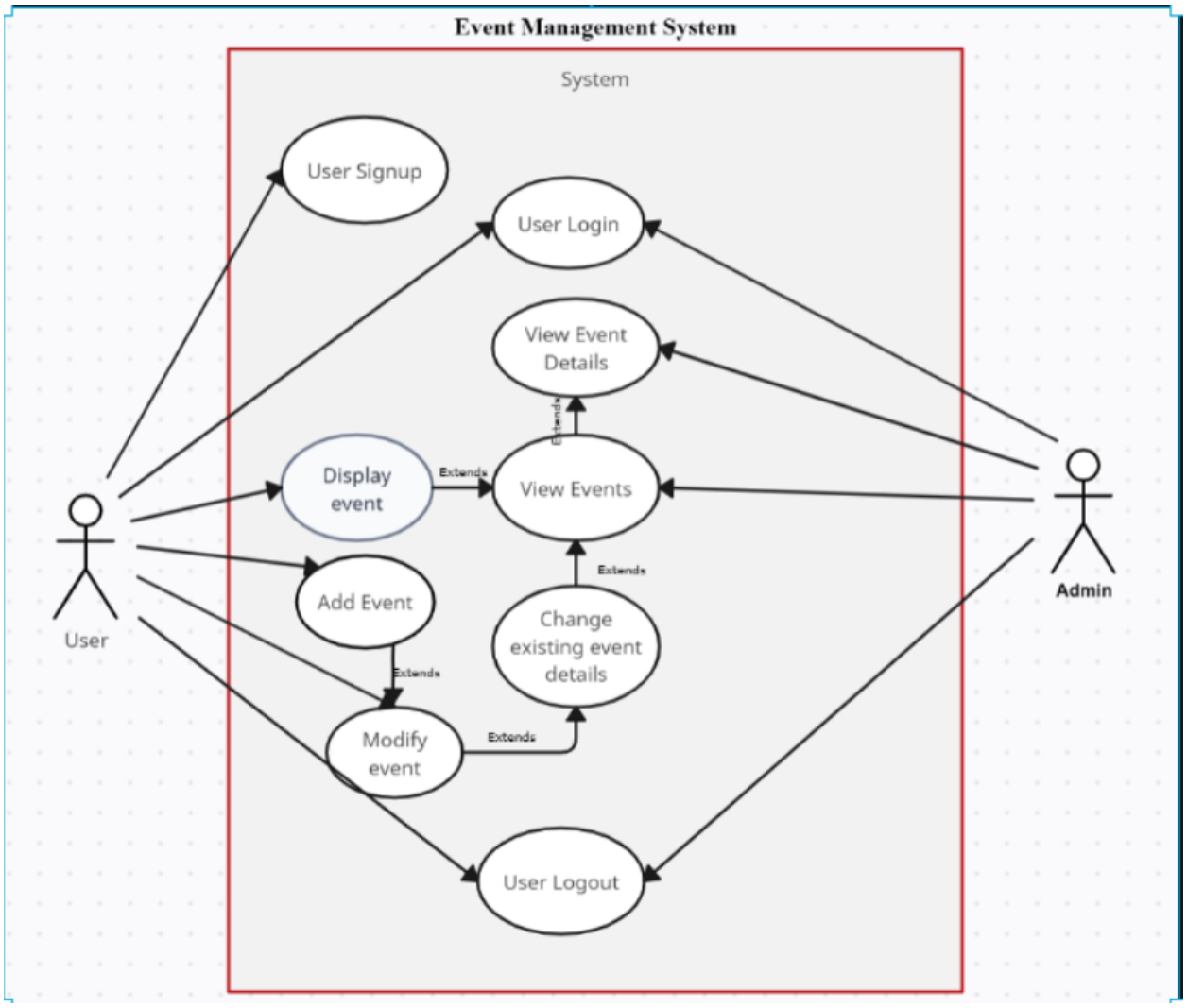
The following items or issues will limit the options available to the developers:
- Hardware Limitations: [Specify any timing or memory requirements]
- Specific Technologies, Tools, and Databases: AppWrite database,Android Studio,Flutter
- Language Requirements: Flutter 3.13.6, Dart 3.1.3
- Communications Protocols: HTTPS
- Security Considerations: Centralized database storing user credentials
- Design Conventions/Programming Standards: Microservices

Assumptions and Dependencies

The following assumed factors and dependencies could affect the requirements stated in the SRS:

- Assumed Factors:
  - Users have an Android or IOS device with the capability to install apk

Analysis Model



System Features

5.1 Add Event

5.1.1 Description and Priority

This feature allows Event Managers to create and add new events to the system. It is of High priority as it is a fundamental functionality of the Event Management System.

5.1.2 Stimulus/Response Sequences

- User selects "Add Event" from the menu.
- System presents a form for event details (title, date, time, location, description, etc.).
- User enters event information and submits the form.
- System validates the information and creates the event.
- System confirms successful event creation.

5.1.3 Functional Requirements

- REQ-1: The system must provide a user interface for adding event details.
- REQ-2: The system must validate the event details for completeness and correctness.
- REQ-3: The system must store the event information in the database.
- REQ-4: The system must confirm successful event creation to the user.

5.2 Modify Event

5.2.1 Description and Priority

This feature enables Event Managers to make changes or updates to existing events. It is of High priority as it allows for event management flexibility.

5.2.2 Stimulus/Response Sequences

- User selects an existing event to modify.
- System retrieves and populates the event details in an editable form.
- User makes changes to event details and submits the form.
- System validates the information and updates the event.
- System confirms successful event modification.

5.2.3 Functional Requirements

- REQ-5: The system must provide a user interface for modifying event details.
- REQ-6: The system must retrieve and display existing event details for editing.
- REQ-7: The system must validate the modified event details for completeness and correctness.
- REQ-8: The system must update the event information in the database.
- REQ-9: The system must confirm successful event modification to the user.

5.3 Display Events

5.3.1 Description and Priority

This feature allows all users to view a list of upcoming events on the homepage. It is of High priority as it provides a key functionality for event attendees.

5.3.2 Stimulus/Response Sequences

- User navigates to the homepage.
- System retrieves and displays a list of upcoming events.

5.3.3 Functional Requirements

- REQ-10: The system must display a list of upcoming events on the homepage.
- REQ-11: The system must retrieve event information from the database.

5.4 User Login

5.4.1 Description and Priority

This feature enables users to log in to their accounts. It is of High priority as it is essential for user authentication.

5.4.2 Stimulus/Response Sequences

- User clicks on the "LogIn" button.
- System presents a login form.
- User enters valid credentials and submits the form.
- System verifies the credentials and grants access.

5.4.3 Functional Requirements

- REQ-12: The system must provide a user interface for user login.
- REQ-13: The system must verify user credentials for authentication.
- REQ-14: The system must grant access upon successful authentication.

5.5 User Logout

5.5.1 Description and Priority

This feature allows users to securely log out of their accounts. It is of High priority as it ensures user security and privacy.

5.5.2 Stimulus/Response Sequences

- User clicks on the "LogOut" button.
- System logs the user out and redirects to the homepage.

5.5.3 Functional Requirements

- REQ-15: The system must provide a user interface for user logout.
- REQ-16: The system must securely terminate the user session.

5.6 User Sign Up

5.6.1 Description and Priority

This feature enables new users to create accounts and gain access to the system. It is of High priority as it allows for user registration.

5.6.2 Stimulus/Response Sequences

- User selects "Sign Up" from the menu.
- System presents a registration form.
- User enters the required information and submits the form.
- System validates the information and creates the user account.
- System confirms successful user registration.

5.6.3 Functional Requirements

- REQ-17: The system must provide a user interface for user registration.
- REQ-18: The system must validate user registration information for completeness and correctness.
- REQ-19: The system must create a new user account and store the information in the database.
- REQ-20: The system must confirm successful user registration to the user.

Other Non-Functional Requirements

Performance Requirements

- The Event Management System should respond to user interactions (e.g., creating/modifying events, logging in/out) within 2 seconds to provide a seamless user experience. This ensures that users can efficiently perform tasks without undue delays.

Safety Requirements

- In the event of a system failure or unexpected shutdown, the Event Management System should have a data backup and recovery mechanism in place. This will prevent loss of event data and user information.
- User authentication information, including passwords, must be securely stored using industry-standard encryption protocols to protect user accounts from unauthorized access.

Security Requirements

- The system must implement user identity authentication to ensure that only registered and authorized users can access the system. This helps protect user data and maintain privacy.
- All user communications, including login credentials and event details, must be transmitted over secure channels using encryption protocols (e.g., HTTPS) to prevent interception by unauthorized parties.
- The system must adhere to relevant data privacy regulations (e.g., GDPR, HIPAA) to safeguard user information and maintain legal compliance.

Software Quality Attributes

- Usability: The system should prioritize ease of use, ensuring that users can navigate and perform tasks intuitively. A user-friendly interface enhances the overall experience.

- Availability: The system should aim for high uptime (e.g., 99.9%) to ensure that users can access it reliably, minimizing downtime and service interruptions.
- Maintainability: Code should be well-structured and documented to facilitate future updates, enhancements, and bug fixes. This promotes long-term sustainability and ease of maintenance.

Business Rules

- Event Organizers have the authority to create, modify, and delete events that they have created. This rule ensures that organizers have control over the events they manage.
- Attendees can RSVP for events, but they cannot modify event details. This restriction maintains the integrity of event information.

Domain Requirements

- The Event Management System must adhere to industry-specific regulations and standards governing event planning and coordination.

Other Requirements

Legal Requirements

- The Event Management System must comply with all relevant data protection and privacy laws (e.g., GDPR, HIPAA) to ensure the lawful handling of user data.
- Any terms of service or user agreements must be clearly presented to users, and their acceptance must be recorded.

Reuse Objectives

- Code modules and components should be designed for reusability to facilitate future development efforts and potential integration with other systems.
- Any third-party libraries or frameworks used must adhere to appropriate licenses and permissions for reuse.

Appendix A: Glossary

1. SRS - Software Requirements Specification
   - Definition: A document that specifies the functional and non-functional requirements of a software system.

2. UI - User Interface
   - Definition: The graphical or textual elements through which users interact with the software.

3. RSVP - Répondez s'il vous plaît
   - Definition: A term derived from French, meaning "Please respond". In the context of the Event Management System, it refers to the action of confirming attendance to an event.

4. GDPR - General Data Protection Regulation
   - Definition: A regulation in EU law on data protection and privacy for individuals within the European Union and the European Economic Area.

5. HIPAA - Health Insurance Portability and Accountability Act
   - Definition: A U.S. law designed to provide privacy standards to protect patients' medical records and other health information.

7. RBAC - Role-Based Access Control
   - Definition: A security approach that restricts system access to authorized users based on their roles within an organization.

8. Localization
   - Definition: The process of adapting a product, including software, to a specific region or language.

9 Uptime - Definition: The amount of time a system or service is available and operational.

10. API - Application Programming Interface
- Definition: A set of protocols, routines, and tools for building software and applications.

Appendix B Field Layouts:

Field	Length	Data Type	Description	Is Mandatory
Name	200	String	Name of the users	Y
Password	>8	String	Password of user,must be alphanumeric	Y
Description	1000	String	Description of event to add	N
Location	100	String	Location of event to add	Y
Date-time	default	date-time	Date and time of event	Y
Created By	100	String	Name of user who created event	Y
isInPerson	default	Boolean	Whether event is in person or not	N
Guests	1000	String	Name of guests for events	Y
Sponsors	1000	String	All sponsors of event	Y
Participants	100	String array	List of participants	Y
User Id(only for storage)	20	String	User id for identification purpose	Y

Appendix C: Requirement Traceability Matrix

Sl. No	Requirement ID	Brief Description of Requirement	Architecture Reference	Design Reference	Code File Reference	Test Case ID	System Test Case ID
1	req1	Add Event->allow organizers to add event along with all details	A1	D1	e1	EM12	EM13
2	req2	ModifyEvent-> Allow organizers to change data related to event such as date,inPerson etc	A1	D1	e2	EM15	EM16
3	req3	Display Events->display all the upcoming events on home page for users to view	A2	D1	e3	EM08,EM10	EM09
4	req4	User login->Use appropriate email/username +password to allow users to sign-in	A3	D1	e4	EM05	EM06
5	req5	User logout ->Ensure user is logged out	A3	D1	e4	EM07	EM04
6	req6	signup->Take	A3	D1	e5	EM01,E	EM03

		required values in order to store the user on database for further use				**M02**	
7	**req7**	**Delete event->allow organizers to delete event**	**A4**	**D1**	**e6**	**EM17**	**EM18**
8	**req8**	**RSVP->Allow users to rsvp for an event**	**A4**	**D1**	**e6**	**EM19**	**EM20**

Project Plan Document

1. Project Lifecycle:

We have chosen the V-Model for the execution of our event-management website project. The V-Model is a systematic and sequential process that emphasises verification and validation at each stage of development. This model ensures a clear relationship between the development process and the testing phases, reducing the risk of errors in the final product.

2. Tools Selection:

- Planning Tool:

We will use Microsoft Project for project planning and task management. Its features align with the structured and sequential nature of the V-Model.

- Design Tool:

Figma will be employed for designing the user interface (UI) and user experience (UX). It provides a collaborative environment for design and prototyping.

- Version Control:

Git will serve as our version control system, and we will host the repository on GitHub. This facilitates collaborative development, branching, and code versioning.

- Development Tool:
Flutter will be our primary development framework for building the cross-platform mobile application, ensuring a consistent user experience.

- Testing Tool:
Flutter's built-in testing framework will be used for unit and integration testing

3. Deliverables:

- Reuse/Build Components:
- Reusable UI components for event listing, registration forms, and user authentication.
- Core functionality modules for managing events, user accounts, and notifications.

- Justification:
Reuse components allow for efficient development and maintenance. Core functionality modules provide the essential features of the event-management website.

4. Work Breakdown Structure (WBS):

1. Project Initialization
- Define project scope and objectives
- Set up development environment

2. Planning and Design
- Conduct user interviews for requirements gathering
- Create detailed design specifications
- Finalise project plan and schedule

3. Implementation (Coding)
- Implement user authentication
- Develop event creation and management functionality
- Implement user registration and profile management

4. Unit Testing
- Conduct unit testing for individual components
- Verify code against design specifications

5. Integration Testing
- Integrate individual components for end-to-end testing
- Validate interactions between modules

6. System Testing
- Validate the entire system against requirements
- Ensure all components work together as intended

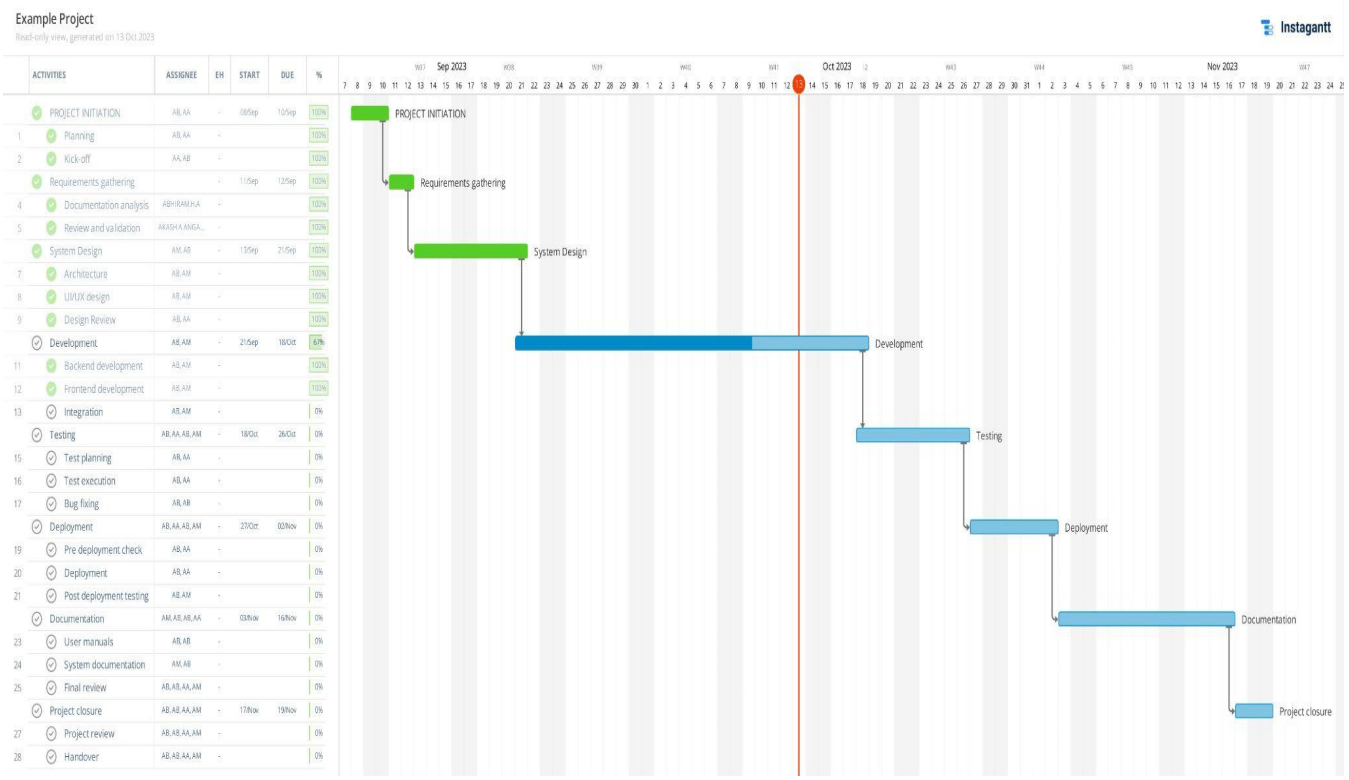
7. User Acceptance Testing (UAT)
- Engage stakeholders for final testing and validation
-Making fellow classmates use to get feedback

5. Effort Estimation:

Task	Effort(Person Months)
Project Initialization	1
Implementation (Coding)	4
Unit Testing	2
Integration Testing	2
System Testing	2
User Acceptance Testing	1
Total Effort	12

6. Gantt Chart:

The Gantt Chart was made using instagantt



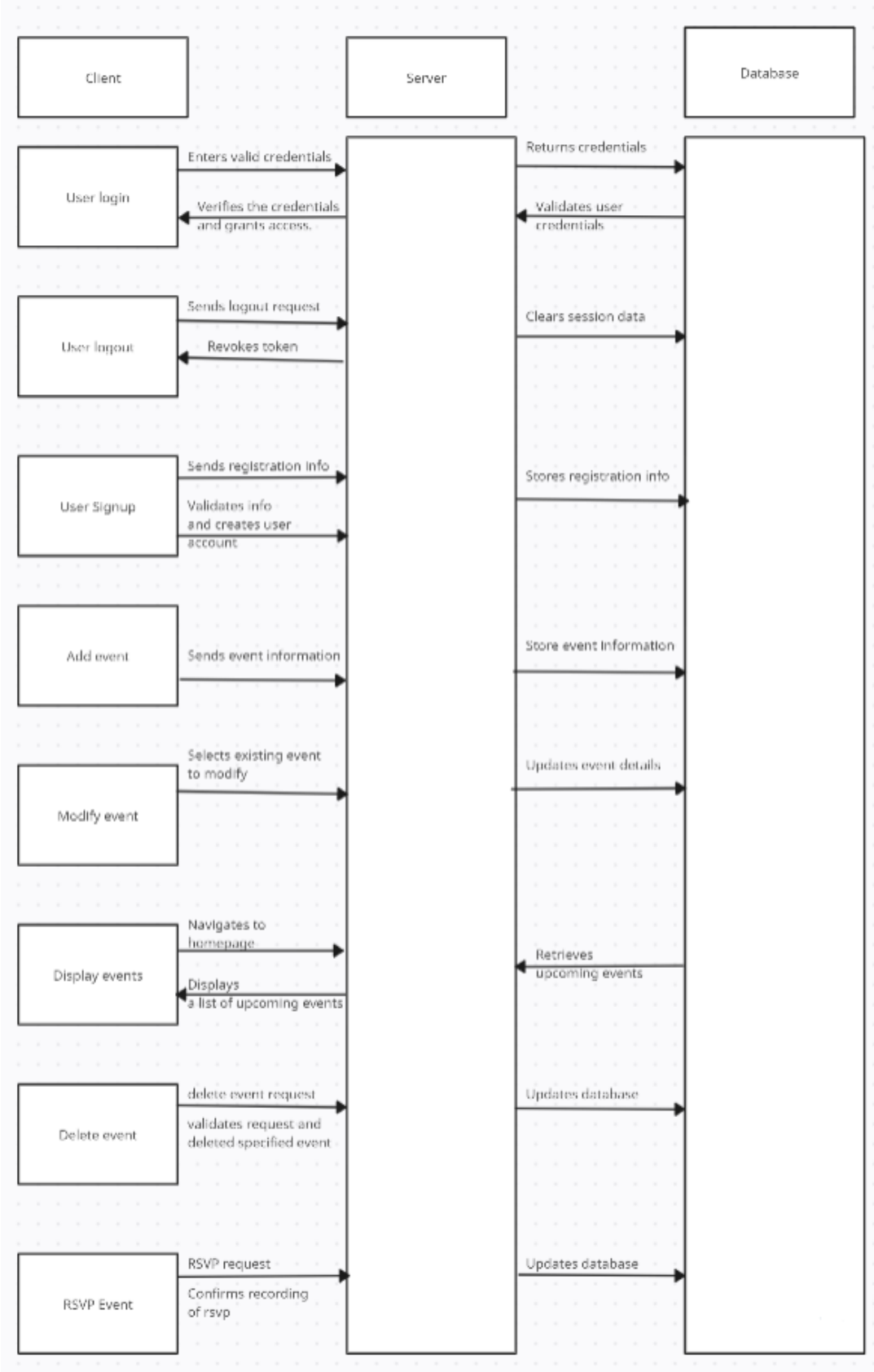
This comprehensive project plan aims to provide a structured and organised approach to the development of our event-management website using the V-Model, Flutter, and Appwrite. We will focus on systematic verification and validation processes at each stage to ensure the quality and reliability of the final product.

Design Document

1. Introduction

The Mini Event Management System Design Document outlines the architecture and system design for the development of a compact project management software solution. This system is engineered to streamline and enhance the experience of users and event organizers. This document is created for the benefit of Project Managers, Software Engineers, and all stakeholders involved in the realization of this software application.

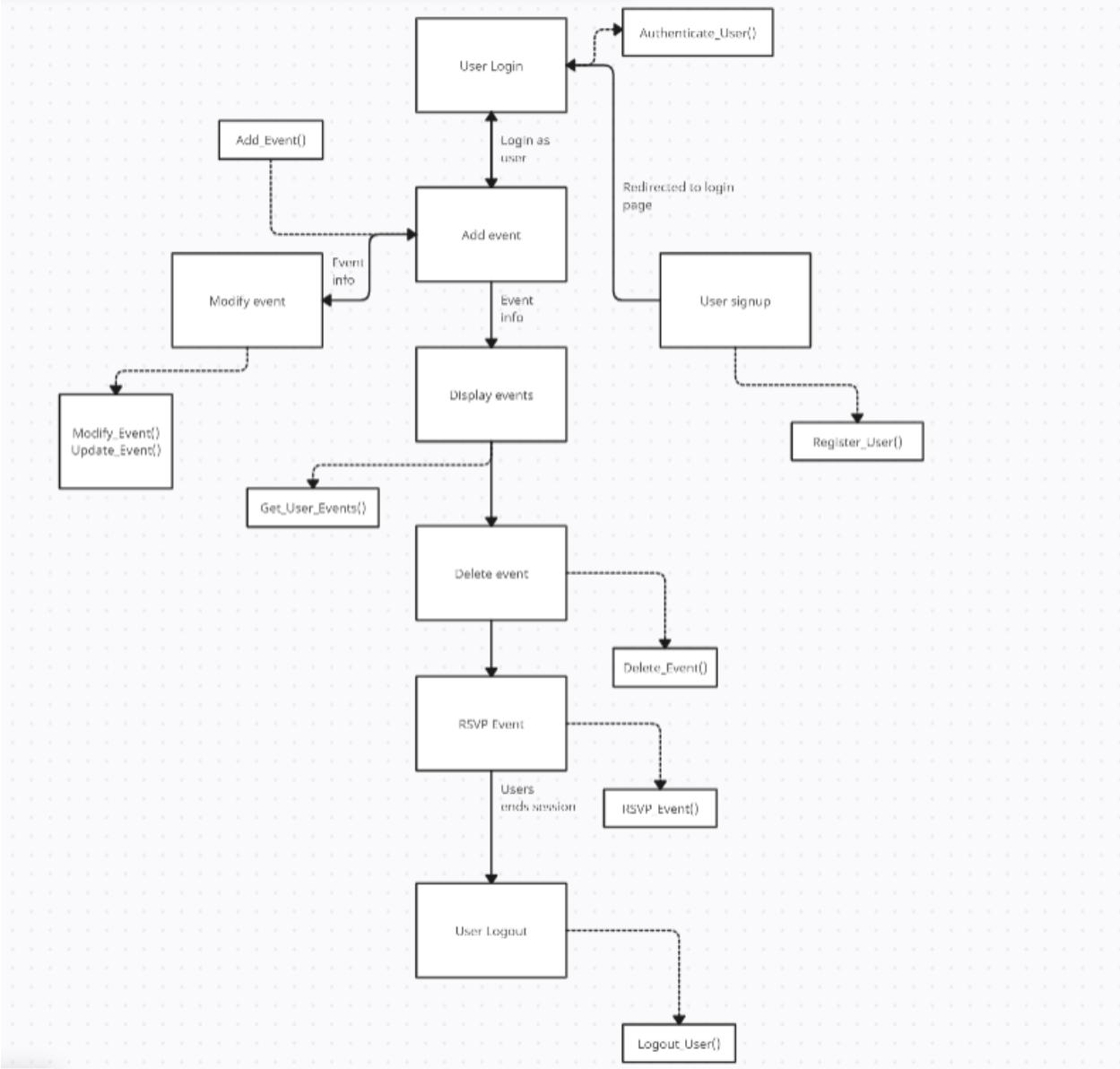
High Level Design:


Client
Server
Database
User login
Enters valid credentials
Verifies the credentials and grants access.
Returns credentials
Validates user credentials
User logout
Sends logout request
Revokes token
Clears session data
User Signup
Sends registration info
Validates info and creates user account
Stores registration info
Add event
Sends event information
Store event information
Modify event
Selects existing event to modify
Updates event details
Display events
Navigates to homepage
Displays a list of upcoming events
Retrieves upcoming events
Delete event
delete event request
validates request and deleted specified event
Updates database
RSVP Event
RSVP request
Confirms recording of rsvp
Updates database

The High Level Design outlines the system's purpose, major modules, and their relationships, providing a context for the more detailed low-level design

By providing a conceptual understanding of the event management system, the High Level Design will help us to make informed decisions during the implementation phase. It serves as a reference point for aligning individual component implementations with the overall system architecture and design principles.

Low Level Design:



This low-level design (Low Level Design) of our event management system provides a detailed overview of the system's components, their interactions, and the overall workflow. It serves as a crucial tool during the implementation phase, guiding developers in translating high-level design

specifications into concrete code. The Low Level Design outlines the system's architecture, data

structures, algorithms, and interfaces, ensuring that the implementation aligns with the intended functionality and performance requirements.

Specifically, the Low Level Design's detailed description of the system's components and their interactions facilitates modular development, allowing developers to work on individual components independently while ensuring seamless integration with the overall system. Additionally, the Low Level Design outlines interfaces between components, ensuring that developers adhere to established communication protocols and data exchange formats.

By providing a comprehensive blueprint for the implementation phase, the Low Level Design helps to minimize ambiguity, prevent errors, and ensure that the event management system is developed in a structured, organized manner. It serves as a common reference point for developers, ensuring that everyone is working towards the same goal and that the system meets the specified requirements.

TEST PLAN DOCUMENT

Test Case ID	Name of Module	Test Case Desc	Pre-conditions	Test Steps	Test Data	Expected Results	Actual Result	Test Result
EM-01	User Sign-up Module	To test the signup functionality	Use an android device or virtual device	1: Press that signup button upon starting the app 2: Enter name, email and password 3: Submit	Name: Ram Email: ram@gmail.com Password: ram@gmail.com	Signup should be successful with message “Account created”	Signup should be successful with message “Account created”	Pass
EM-02	User Sign-up Module	To test the signup functionality	Use an android device or virtual device	1: Press that signup button upon starting the app 2: Enter name, email and password 3: Submit	Name: Ram Email: ram@gmail.com Password: ram	Signup should be unsuccessful as password must be more than 8 characters and not recently used. Display message “Invalid passwor	Signup unsuccessful with message “Invalid password param”	Pass

						d param”		
EM-03	User Sign-up Module	To test the signup functionality	Use an android device or virtual device	1: Press that signup button upon starting the app 2: Enter name, email and password 3: Submit	Name: Ram Email: ram@gmail.com Password: ram@gmail.com	Sign Up unsuccessful with message “User with same email, username or phone already exists in this project”	Sign Up unsuccessful with message “User with same email, username or phone already exists in this project”	Pass
EM-04	User Sign-up Module	To test the signup functionality	Use an android device or virtual device	1: Press that signup button upon starting the app 2: Enter name, email and password 3: Submit	Name: Ram Email: ram Password: ram@gmail.com	Signup unsuccessful as email is not in proper format	Signup unsuccessful as email is not in proper format	Pass
EM-05	User login	To test the login functionality	Use an android device or virtual device	1: Enter your email 2: Enter password 3: Submit	Email: ram@gmail.com Password: ram@gmail.com	Login successful with message “Login successful”	Login successful with message “Login successful”	Pass

EM-06	User login	To test the login functionality	Use an android device or virtual device	1: Enter your email 2: Enter password 3: Submit	Email: ram@gmail.com Password: ram	Login unsuccessful as password is wrong with message “Login failed Try again”	Login unsuccessful as password is wrong with message “Login failed Try again”	Pass
EM-07	User login	Navigate to home screen after login successful	Use an android device or virtual device	1: Enter your email 2: Enter password 3: Submit	Email: ram@gmail.com Password: ram@gmail.com	Navigated to home screen successfully	Navigate to home screen successfully	Pass
EM-08	Homescreen	Test Carousel Slider	Use an android device or virtual device	Login and navigate to home screen	Event1: Atma Trisha Event 2: Television	The carousel slider works with time gap of 5 seconds	The carousel slider works with time gap of 5 seconds	Pass
EM-09	Homescreen	Navigate to profile	Use an android device or virtual device	Login and navigate to home screen	Profile with name and email	Navigated to profile successfully	Navigated to profile successfully	Pass
EM-10	Homescreen	Navigate to create event page	Use an android device or virtual device	Login and navigate to home screen	Create event page with form to fill	Navigated to create event successfully	Navigated to create event successfully	Pass
EM-11	Homesc	Navigate	Use an	Login	Event	Navigate	Navigate	Pass

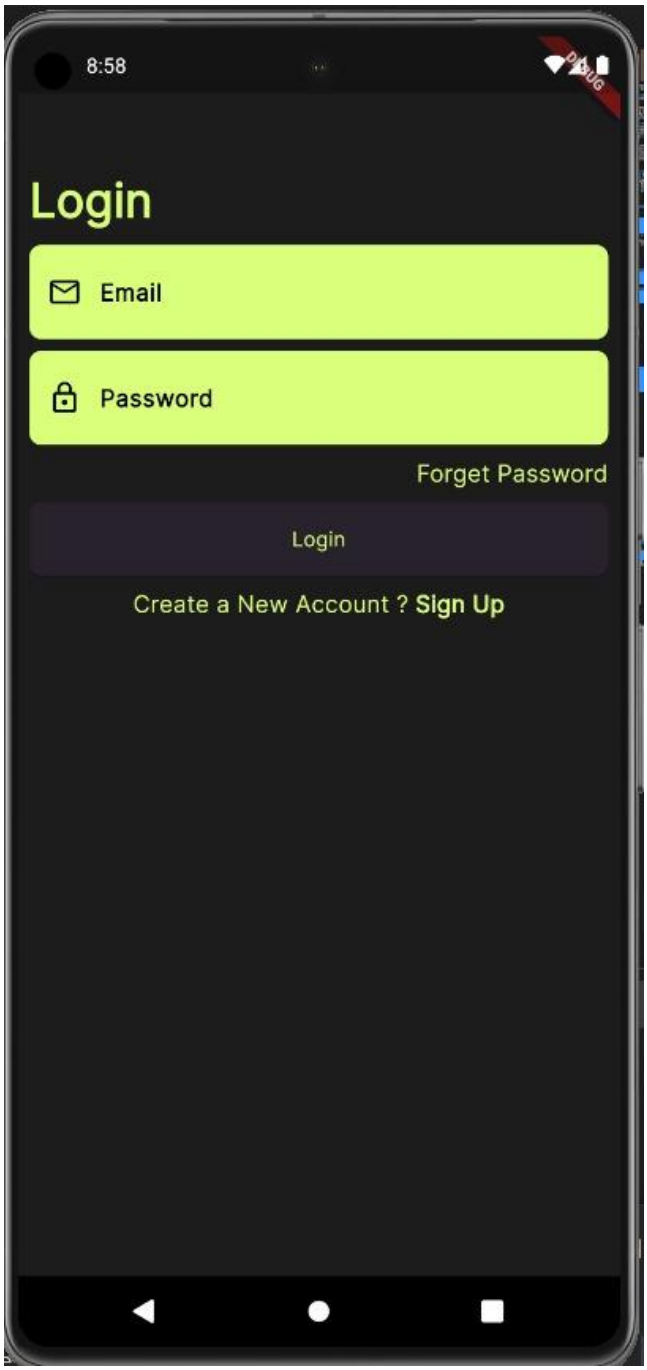
	reen	to event details page	android device or virtual device	and navigat e to home screen	details screen with details about the event	d to event successf ully	d to event successf ully	
EM-12	Create Event	To test create event functiona lity	Use an android device or virtual device	1. Add Image 2. Event name 3. Desc 4. Locatio n 5. Date and time 6. Guests 7. Sponsor s 8. Submit	1. Sample Image 2. Hackath on 3. 24 hr hackath on 4. PESU GJB 5. 18th nov 12pm 6. VK sir 7. Frozen bottle 8. Submit	Event created successf ully with messag e “Event Created”	Event created successf ully with message “Event Created”	Pass
EM-13	Create Event	To test create event functiona lity	Use an android device or virtual device	1. Add Image 2. Event name 3. Desc 4. Locatio n 5. Date and time 6. Guests 7. Sponsor	Create without name, desc, location and date time	Event creation unsucce ssful with messag e “name, desc, location and date time is must”	Event creation unsucces sful with message “name, desc, location and date time is must”	Pass

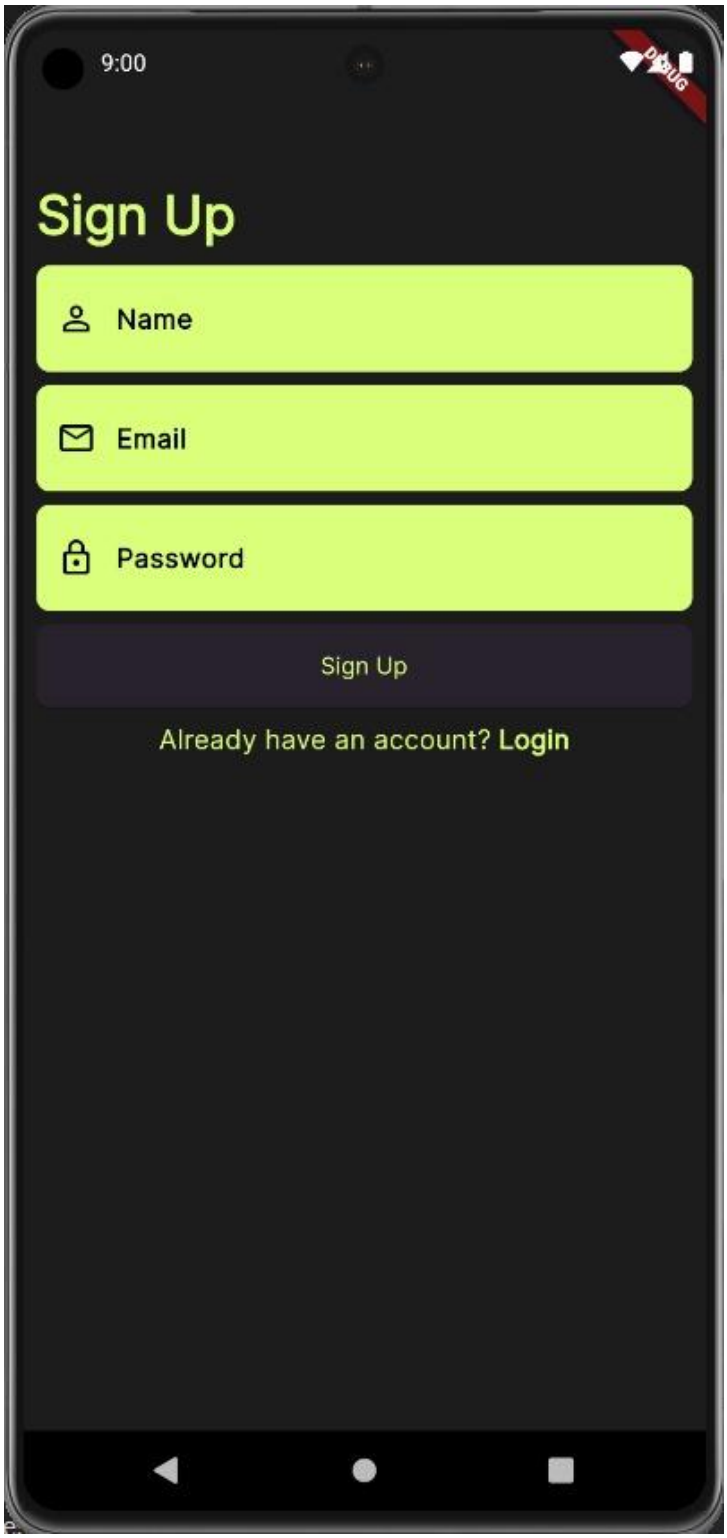
				s 8. Submit				
EM-14	Event info	To test RSVP functionality	Use an android device or virtual device	Navigate to event info of any event and	Press RSVP Event button	Attending event RSVP successful with message “RSVP Successful”	Attending event RSVP successful with message “RSVP Successful”	Pass
EM-15	Edit Event	Edit event created by you	Use an android device or virtual device	Navigate to profile and manage events	Press management events and press the edit pencil to edit the event.	Able to edit the event successfully	Able to edit the event successfully	Pass
EM-16	Update event	Update the event edited by you	Use an android device or virtual device	Navigate to profile and manage events	Changed event name, desc, image, time, location	Able to edit and update the event successfully with message “Event Updated”	Able to edit and update the event successfully with message “Event Updated”	Pass
EM-17	Delete Event	Delete the event created by you	Use an android device or virtual device	Navigate to profile and manage events	Delete the event Hackathon created by you	Able to delete the event with confirmation asking again to	Able to delete the event with confirmation asking again to delete	Pass

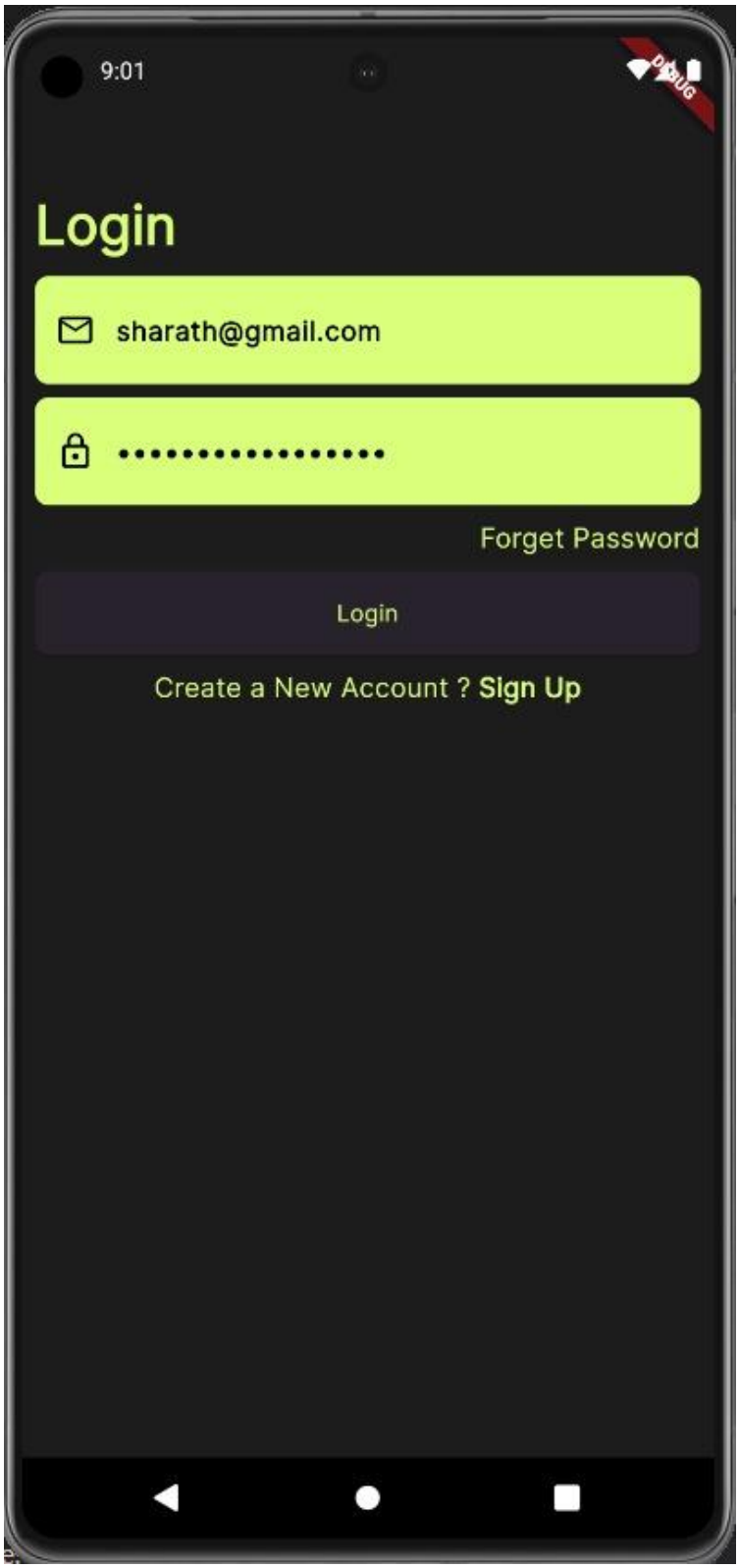
						delete with a delete messag e “Event deleted successf ully”	with a delete message “Event deleted successf ully”	
EM-18	RSVP events	Show RSVPed events	Use an android device or virtual device	Navigat e to profile and RSVP events	Display the events RSVP by you 1. Atma Trisha	Able to display the event Atma trisha which is RSVped	Able to display the event Atma trisha which is RSVped	Pass
EM-19	Logout	Logout functiona lity	Use an android device or virtual device	Navigat e to profile and press logout		Logout successf ul and navigate d to login page	Logout successf ul and navigate d to login page	Pass
EM-20	Test data stored in appwrite	Perform Create and read operation s on appwrite	Use an android device or virtual device or direct request s from VS code		Send Images, name, event info	Checked appwrite db and was able to store and update properly	Checked appwrite db and was able to store and update properly	Pass
EM-21	Test data stored in appwrite	Perform update and delete operation s on appwrite	Use an android device or virtual device or direct request s from		Edit and delete Images, name, event info	Checked appwrite db and was able to update and delete properly	Checked appwrite db and was able to update and delete properly	Pass

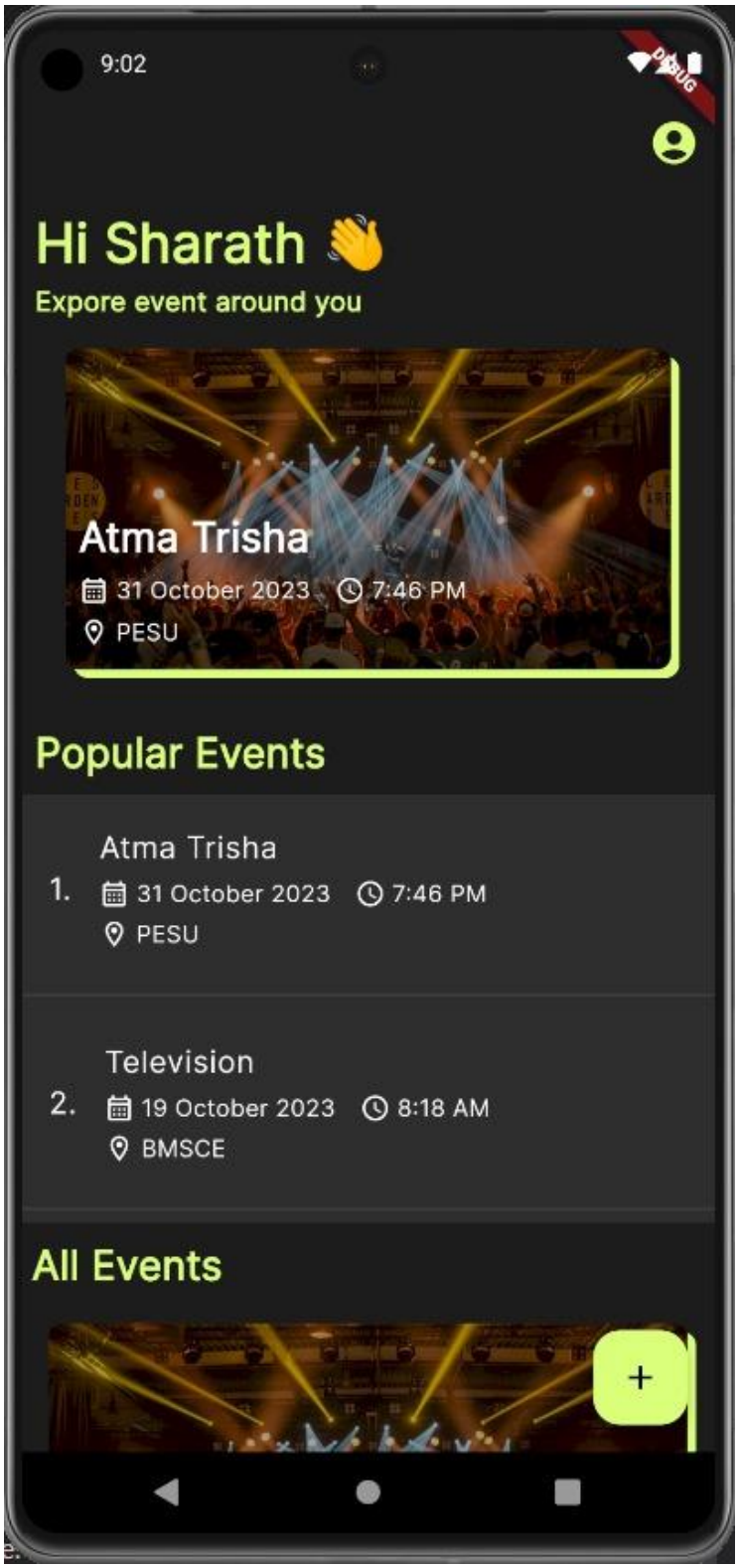
			VS code					
EM-22	Test flow of the project and bugs. Check end to end workflow	Go through the app for image or widget overflow. Check end to end workflow	Use an android device or virtual device	Login, homescreen, and visit all pages		No widget or image overflow, no negative impact of component with other integrated components.	No error, No widget or image overflow, no negative impact of component with other integrated component.	Pass

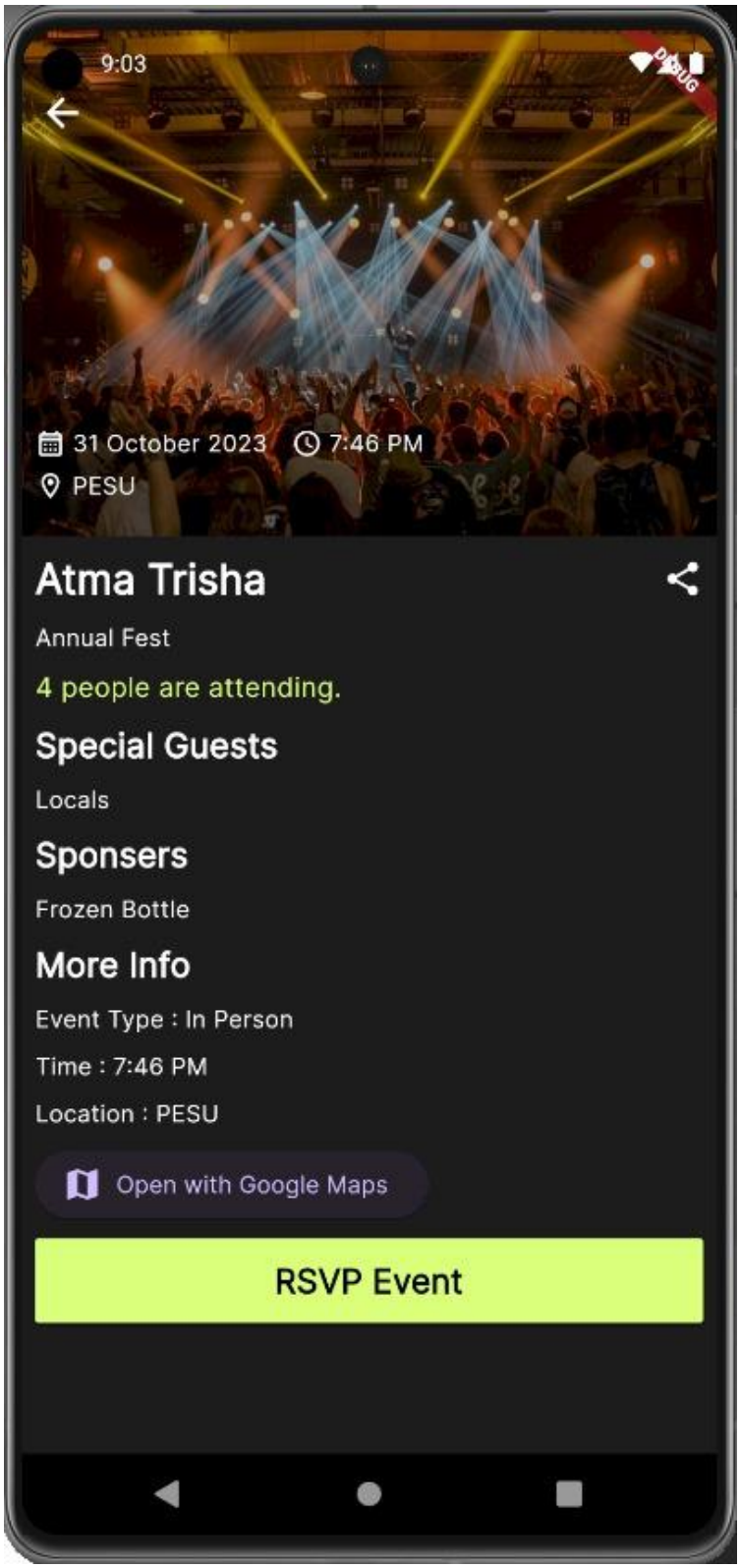
ScreenShots of Output:

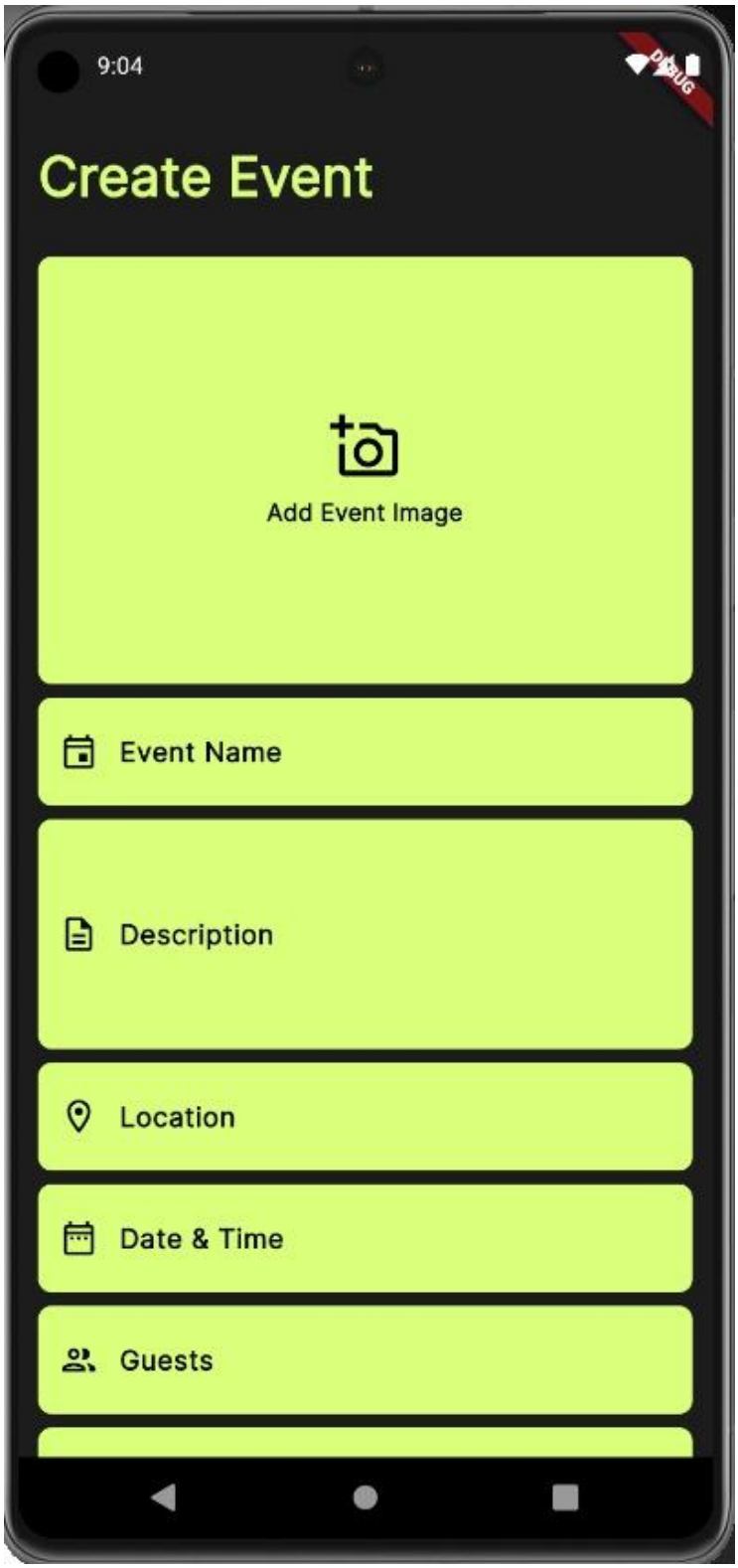

8:58
DEBUG
Login
Email
Password
Forget Password
Login
Create a New Account ? Sign Up


9:00
DEBUG
Sign Up
Name
Email
Password
Sign Up
Already have an account? Login

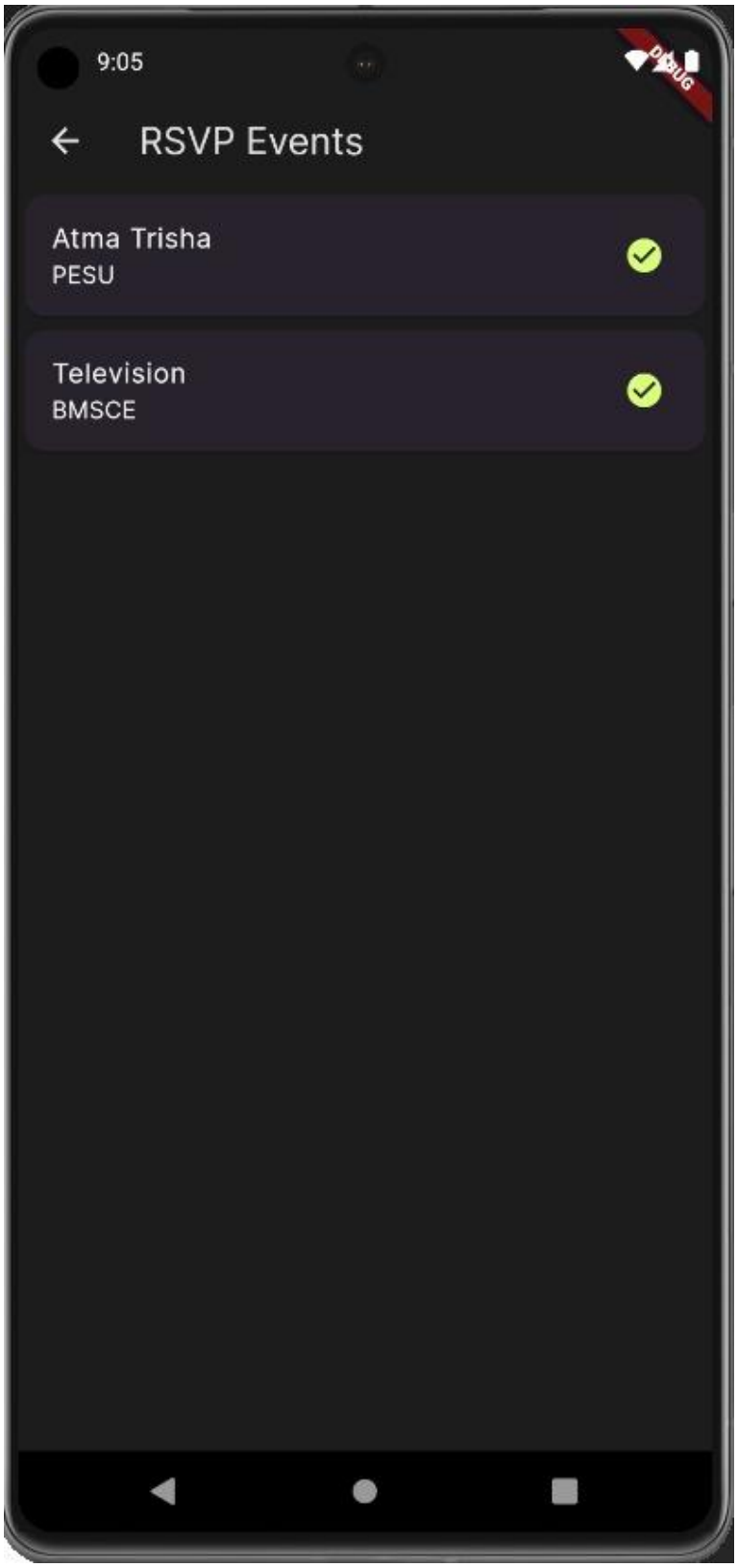

9:01
DEBUG
Login
sharath@gmail.com
Forget Password
Login
Create a New Account ? Sign Up


9:02
DEBUG
Hi Sharath 👋
Expore event around you
Atma Trisha
31 October 2023
7:46 PM
PESU
Popular Events
Atma Trisha
1.
31 October 2023
7:46 PM
PESU
Television
2.
19 October 2023
8:18 AM
BMSCE
All Events

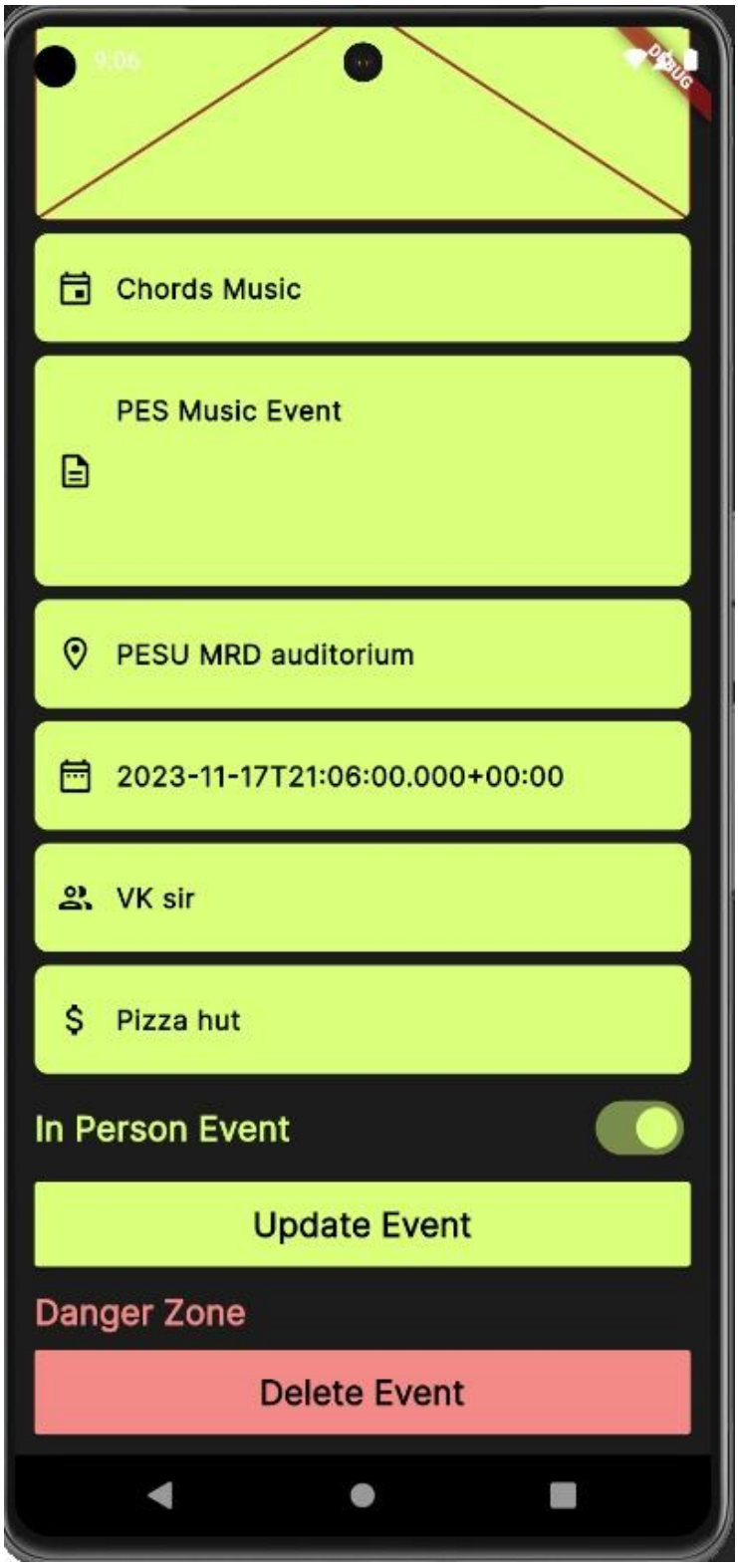

9:03
DEBUG
31 October 2023
7:46 PM
PESU
Atma Trisha
Annual Fest
4 people are attending.
Special Guests
Locals
Sponsers
Frozen Bottle
More Info
Event Type : In Person
Time : 7:46 PM
Location : PESU
Open with Google Maps
RSVP Event

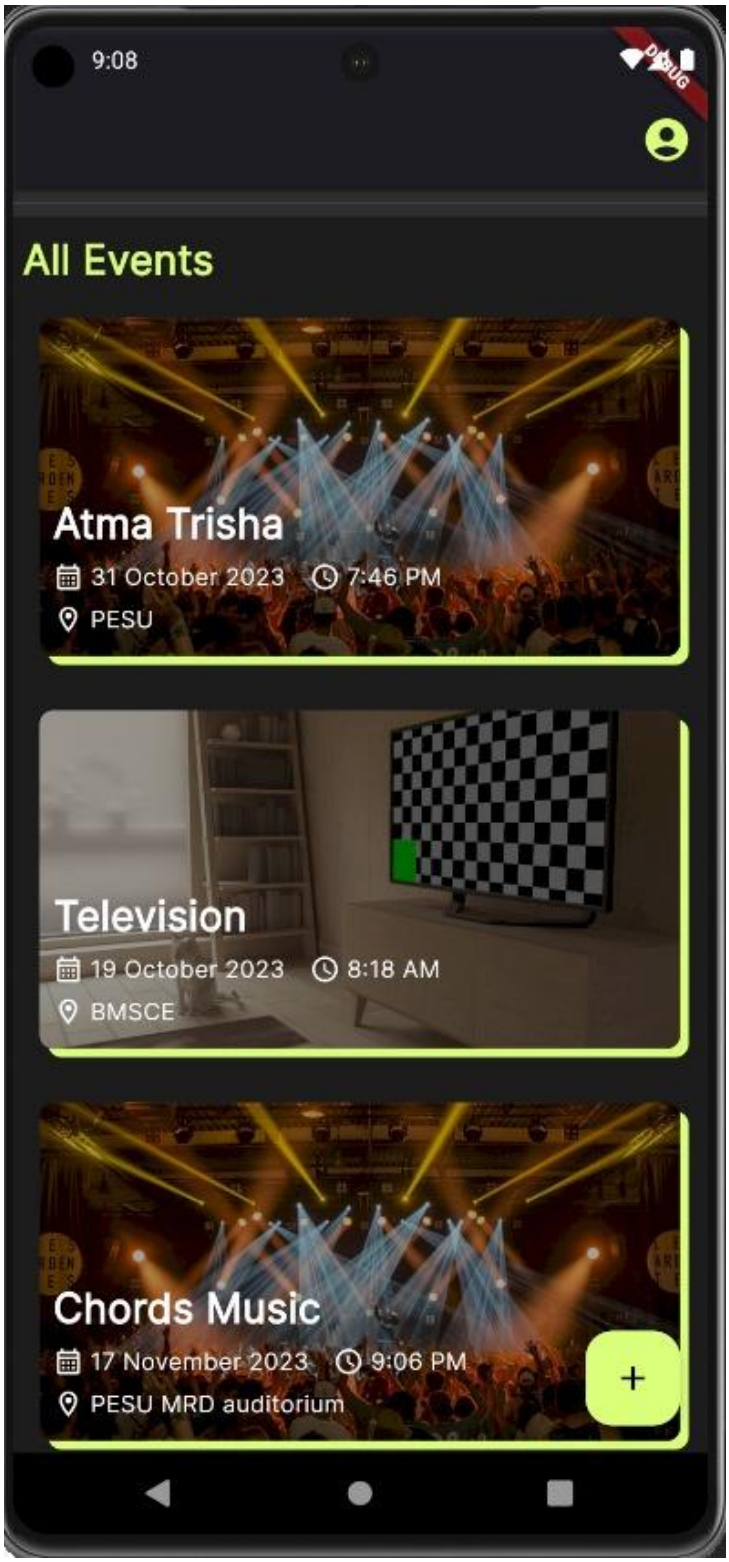

9:04
DEBUG
Create Event
Add Event Image
Event Name
Description
Location
Date & Time
Guests


9:04
DEBUG
Sharath
sharath@gmail.com
RSVP Events
Manage Events
Logout


9:05
DEBUG
RSVP Events
Atma Trisha
PESU
Television
BMSCE


9:06
DEBUG
Manage Events
Chords Music
0 Participants


Chords Music
PES Music Event
PESU MRD auditorium
2023-11-17T21:06:00.000+00:00
VK sir
Pizza hut
In Person Event
Update Event
Danger Zone
Delete Event


9:08
DEBUG
All Events
Atma Trisha
31 October 2023
7:46 PM
PESU
Television
19 October 2023
8:18 AM
BMSCE
Chords Music
17 November 2023
9:06 PM
PESU MRD auditorium