**A PROPOSED OFFERING OF WEB-BASED RESERVATION SYSTEM FOR THE ADDLIB DANCE STUDIO AT DATAMEX COLLEGE OF SAINT ADELINE VALENZUELA BRANCH**

A Research Project Presented to the

Faculty of Datamex College of Saint Adeline, Inc.

In Partial Fulfillment of the Requirements for the

Degree of Bachelor of Science in Information Technology

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**PROJECT PROPOSAL**

# **INTRODUCTION**

# Addlib Studio currently uses walk-in reservations as their main way of booking. This setup is not always convenient for the customers because they still need to go to the studio just to reserve a schedule. It can also be a problem when the schedule they want is already taken, which ends up wasting their time and effort. The staff also face some challenges with walk-in reservations. Since there are many clients who come to book, it sometimes becomes difficult to organize and manage all the schedules. There are chances of double bookings or confusion, which affects the overall service of the studio. Because of this, the project will focus on developing an Online Reservation System for Addlib Studio. This system will allow customers to book their schedules through the internet, anytime and anywhere they want. It is easier and faster compared to the manual method of walking in.

The Online Reservation System will make the process more organized for the staff as well. Since bookings will be recorded automatically, there will be less room for mistakes. This helps the studio avoid overlapping schedules and gives them a clear record of all reservations. Another important part of the project is the admin dashboard. The administrator will have the ability to view all reservations made by clients. They can check the details, confirm or decline the requests, and make sure that the schedule is well managed.

Once a reservation is confirmed, the system will send a notification to the client. This can be through email or SMS, so the customer will know right away if their booking is accepted. This makes the communication faster and avoids confusion. In conclusion, the Online Reservation System is a big improvement for Addlib Studio. It makes things easier for the clients since they can reserve without going to the studio, and it also helps the staff handle bookings in a more efficient way.

Overall, it provides a modern solution that benefits both the customers and the studio. Inclusion, this project will make the reservation process simpler and more organized. It will help clients by giving them an easier way to book, and it will help the studio by making it easier to manage schedules.

**CLIENT INFORMATION**

The Addlib Dance Studio is a vibrant dance community located in Cubao, Quezon City, Philippines. Known as "your rainbow home," it offers a welcoming space for dancers of all levels. The studio provides various dance fitness and yoga classes, catering to diverse interests and skill levels. With experienced instructors and a supportive environment, TADS fosters growth and creativity. It's an ideal spot for those looking to express themselves through dance. The studio aims to make dance accessible to everyone, promoting inclusivity and fun. Whether you're a seasoned dancer or just starting out, TADS invites you to join their community.

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**Name:** Addlib Studio

**Location:** 2F New Frontier Theater Arcade, 7 Gen. Malvar Ave. Araneta City, Brgy. Socorro, Quezon City, Philippines 1109

**Contact:** 0939-904-2108

**Owner:** Missjoe Abuda



# *Image 1. “ The CEO of Addlib Studio”*

# **PROJECT SCOPE**

The project will deliver a secure, web-based reservation system that automatic class bookings and avoids conflicts through time availability tracking. Staff will have dashboards for reports, reminders, and attendance monitoring. Role-based access ensures that owners, admin, and client each have the tools they need. Client will use a mobile-friendly portal for reservations, waitlists, and cancellations, while instructors manage classes, and owners oversee schedules and reports. Built-in communication features will handle confirmations, cancellations, and reminders, creating an efficient and user-friendly platform that enhances operations and client engagement.

## **Expected Deliverables**

1. A working **online reservation system** that can be used on desktop or phone to manage studio booking.
2. A **simple and easy to use interface** where clients can make reservations, and staff can check and update them. There will also be a search function so staff can quickly find bookings by name, date, or booking number.
3. Main features like schedule monitoring, booking confirmation, waitlists, and sending email or text notifications to clients.
4. A login system with different roles. Admins can confirm or cancel bookings, update schedules, and generate reports, while staff will only have access to view or manage schedules.

## **Expected Outcomes**

1. Faster and more organized reservation process compared to the current walk-in method
2. Less time and effort for both staff and clients because booking can be done online.
3. Easier for owners and staff to see reports and booking history, which helps them make better decisions.
4. Avoids double bookings and schedule conflicts since everything is tracked in real time.
5. Happier clients because they can book anytime and get updates quickly.

## **Exclusions**

1. Online payment features like GCash, PayPal or ecash are not included.
2. Payment it not included
3. No client website that can you can see the schedule you Book In.

## **Assumptions**

1. Clients have internet and mobile access to make reservations.
2. The admin will always check and confirm bookings on time.
3. Studio staff will input correct schedules and instructor availability.
4. Clients will provide true and updated contact information.

## **Constraints**

1. Client need wifi to access our online booking system.
2. Notifications depend on our staffs to message you the notification and update toward your reservation

**PROJECT APPROACH**

# What Is Agile Methodology? (A Beginner's Guide) [2025] • Asana

# *Figure 1. Agile Method of Addlib Studio*

# The Client management and website development for Addlib studio will follow the Agile approach, allowing the development team to work in small phases. This method supports continuous feedback, quick adjustments, and ensures that the system meets the actual needs of the store throughout the project.

1.The project will start with **planning.** The team will talk with Addlib Studio to know what is needed. The main features to be included are online booking, schedule checking, booking confirmation, waitlists, notifications, and an admin dashboard.

2.Next is the **design stage.** Here, the team will make the layout of the system, the database, and the flow of how bookings will work. The design will make sure the system is easy for clients to use and helpful for staff and admins.

3.After the design, the team will **develop** the system. They will build the main functions, like making and updating bookings, searching for reservations, confirming or canceling requests, generating reports, and sending email or SMS updates.

4.When the system is built, it will go through **testing.** The team will check for errors, make sure bookings are correct, avoid double bookings, and confirm that notifications are working properly.

5.Once testing is done, the system will be **deployed** set up at Addlib Studio. The staff and admins will be shown how to use it through basic training.6.The last step is the **review stage**. The team will check how well the system is working, ask for feedback from users, and make improvements in future updates.

**PROJECT TEAM**

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| --- | --- |
| No description available. | Project Leader: Princess Mahallalel Bacani   * A leader guides, motivates, and directs teams to achieve goals, making strategic decisions and fostering growth. |
| No description available. | Programmer: Steven Carl Mejila   * Programming involves designing, writing, testing, and maintaining software code to create applications, solve problems or automate tasks. |
| No description available. | System Analyst: Arjay Delos Angeles   * A system analyst evaluates and improves IT systems, analyzing data, identifying issues, and implementing solutions to enhance efficiency |
| No description available. | Data Gatherer: Sakura Ann Norte   * A data gatherer collects, organizes, and verifies data from various sources, ensuring accuracy and relevance for analysis or research. |

*Table 1. “ The Project Team”*

**PROJECT TIMELINE**

|  |  |
| --- | --- |
| Week 1–2: Planning | * Gather data and information about the system. * Identify the needs of the users (clients and staff). * Decide what type of system to develop and set project objectives. * Define scope, requirements, and initial resources. |
| Week 3–5: System Design | * Create flowcharts and use case diagrams to visualize processes. * Design the user interface (UI) and user experience (UX). * Prepare database design and overall system architecture. * Review design with the team to ensure it meets requirements. |
| Week 6–13: Development (Coding & Building Functions) | * Write code for front-end and back-end. * Develop core features and functions of the system. * Integrate database with system modules. * Conduct unit testing for individual components while coding. * Document the development progress. |
| Week 14: Testing | * Perform system testing to check for bugs or errors. * Conduct functional testing (check if all features work as intended).   Perform compatibility and usability testing.   * Fix detected errors and optimize performance. |
| Week 15: Deployment | * Install and set up the system in the real working environment. * Ensure system is accessible on required devices (computer, mobile). * Provide initial training for staff and users. * Monitor the system during the launch for unexpected issues |
| Week 16: Review and Feedback | * Collect feedback from clients and staff regarding usability and performance. * Identify possible improvements or additional features. * Prepare documentation for future updates or expansions. * Final evaluation and project closure. |

Table 2. “ The Project Timeline”

# **PROJECT RESOURCES**

1. Hardware Resources

* Laptops or PC i3 526 GB 16 GB RAM: Provide flexibility for team members to work remotely or during client meetings.
* Server (optional): For hosting the backend system and database during deployment.
* Networking Devices (Router, Switch, Internet Connection): To ensure connectivity and collaboration between team members.
* External Storage/Cloud Storage: For backup of project files, database, and documentation.

2. Software Resources

* Backend Development:*Node.js* – To handle server-side logic and API development.
* Database Management:*SQL Server Management Studio (SSMS)* – For designing, managing, and maintaining the database.
* Frontend Development:*HTML, CSS, JavaScript* – To design and develop the user interface of the system.
* Design Tools:*Figma / Adobe XD / Canva* – For UI/UX design and prototyping.

3. Human Resources

* Programmer/Developer:Responsible for coding, debugging, and integrating system modules (frontend & backend).
* Designer (UI/UX): Creates user-friendly and visually appealing interface layouts.

**RISK MANAGEMENT**

Managing potential risks is important for the smooth implementation of the **Online Reservation System for Addlib Studio**.these are the possible technical issues that we may face.

**1. Technical Issues** One possible risk is facing technical problems, such as system bugs, server errors, or software not working properly. These issues can delay development or affect the system when it is in use. To avoid this, the team will do regular testing, use trusted tools, and keep technical documentation updated so problems can be fixed quickly.

**2. Data Loss or Security Problems**  
 Since the system will store important client information and reservation details, data loss or security breaches are a concern. Losing information or having it accessed by the wrong people could harm the studio’s operations and client trust. To reduce this risk, we will back up data regularly, use strong passwords, limit access to authorized staff only, and apply basic security measures such as encryption.

**3. Delays in Development**  
 Delays may happen if some tasks take longer than expected or if unplanned issues come up. To handle this, we will use a flexible 16-week timeline with some buffer time and check progress regularly to keep the project on trac

**COMMUNICATION PLAN**

Kick-off Meeting

* Frequency: Once at the start of the project
* Format: In-person or virtual meeting
* Purpose: Introduce team members, explain project goals, deliverables, timeline, and assign roles

Weekly Status Meetings

* Frequency: Once a week
* Format: Virtual meeting (video conferencing)
* Purpose: Review project progress, discuss challenges, and update tasks. Each team member will share their current status and any issues they face.

Testing Review Meetings

* Frequency: After each testing phase
* Format: In-person or virtual
* Purpose: Check system testing results, review bugs found, and assign fixes

Deployment Meeting

* Frequency: Once, before system deployment
* Format: In-person or virtual
* Purpose: Final review of the system, confirm readiness for use, and plan basic training for staff

Project Review Meeting

* Frequency: Once at the end of the project
* Format: In-person or virtual
* Purpose: Review overall project performance, gather feedback from the team and Addlib Studio, and discuss improvements for future updates

**PROJECT GOVERNANCE**

The **Project Manager** will guide the whole development of the Online Reservation System for Addlib Studio. The Project Manager’s job is to lead the team, assign tasks, check progress, and make sure that work is finished on time. They will also make sure the system is built based on what Addlib Studio needs. All big decisions about the **scope** (what the system will include) and the **timeline** (how long the project will take) will be decided together by the **Project Manager** and the . This way, both the team and the studio are always in agreement, and the project can run smoothly

**APPENDIX**

Online reservation and management systems are now common in many businesses because they make transactions faster and easier. These systems help companies manage bookings, save time, and keep records more organized. They are also useful for customers since reservations can be done anytime and anywhere using the internet.

Local Studies

Some local studies show how reservation systems are applied in the Philippines. For example, Lapuz, Riguera, Sesbreno, Torres, and Franco (2021) created a web-based venue and reservation system that also has data visualization to help with event management. Their study shows how online systems can make processes more efficient. In another study, Firmansyah, Razak, and Sofyan (2024) developed an online reservation system for a photo studio. The result of their project showed that it improved the speed of transactions and reduced errors. These studies prove that reservation systems are very useful for businesses in the local setting.

Foreign Studies

There are also studies from other countries that explain the benefits of online reservation systems. Halkiopoulos, Antonopoulou, Papadopoulos, Giannoukou, and Gkintoni (2020) discussed how online reservation systems affect decision-making in e-tourism. Hardiyansyah and Zen (2023) studied how websites with company profiles and reservation features can attract more customers. Another study by Işkın, Prentice, Eker, and Şengel (2024) showed that reservation systems help travel agencies become more competitive by improving their services. These foreign studies show that reservation systems are important not only in local businesses but also in the global market.

**References**

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