

Project topic: Event Management System

Description: The Event Management System is a comprehensive platform designed to streamline the organization and execution of various events. It caters to a wide range of event types, including conferences, workshops, webinars, and exhibitions. The system's analytics capabilities provide valuable insights into event performance and attendee engagement. The system facilitates end-to-end event management processes for organizers while providing attendees with a seamless and engaging experience. Key functionalities include event creation, attendee registration, ticketing, communication tools, analytics, and feedback mechanisms. The system's user-centric design focuses on simplifying event management tasks and fostering meaningful interactions throughout the event lifecycle.

Scope: The scope of the Event Management System project includes developing a user-friendly platform for organizing diverse events efficiently. It encompasses features such as event creation, attendee registration, ticketing, communication tools, budgeting, and feedback mechanisms. The system aims to optimize workflows for event organizers while enhancing attendee experiences. It will support seamless integration with mobile devices, ensuring accessibility on-the-go. Multi-language support will cater to a global user base, fostering inclusivity and engagement.

Features:

- 1) User Registration and Login
- 2) Event Creation and Editing
- 3) Profile Management
- 4) Event Categories
- 5) Ticketing
- 6) Payment Processing
- 7) Attendee Management
- 8) Staff Selection and management
- 9) Communication between staff and Project manager
- 10) Feedback and Rating System
- 11) Venue Management
- 12) Resource Allocation and Management
- 13) Budget
- 14) Marketing
- 15) Logout

#	External Entity	Initial Requirements
1	System	The System "shall" only allow registered users to access the website platform.
1.1	Project Manager	Project Managers "shall" register to access the platform, providing a username, email, password, and additional details such as their

		project management experience, industry expertise, and team management skills.
1.2	Team member	Team Members "shall" register to access the platform, providing a username, email, password, and additional details such as their role in the project, skills, and responsibilities.
2	System	The System " shall " render the home page of the website after successful login .
2.1	Customer/Attendee	Registered users " shall " log in with their username/email and password.
2.2	Admin	Admin " shall " login to their account to manage system settings, user roles, and project data.
3	System	The System " shall " process different types of updates , such as personal details, project details, or upgrading user permissions.
3.1	Project Manager	Project Managers " shall " create new projects, providing details such as project name, description, and objectives.
3.2	Attendee	Attendee "shall" login to the system and can change his/her password for security reasons
3.2.1	System	System "shall" accept the Attendee Request of change Password and profile details.
3.2.2	Attendee	Attendee "shall" create, update and manage profiles , specifying their field of study, skills, goals, business plan strategies, and previous projects.
3.2.3	Attendee	Attendee " shall " have the ability to add more project/start-up details in their profiles after completing projects.
4	Team member	The platform " shall " offer a search function for team members to find projects based on various criteria like project name, industry, required skills, and team size.
4.1	Project Manager	Project Managers " shall " assign tasks to team members, define task priorities, deadlines, dependencies, and track task progress in real-time through dashboards.
5	Admin/project Manager	Admins or project managers " shall " select and manage event staff (volunteers, coordinators) for various event tasks such as registration desk, technical support, or event coordination.
6	Team Member	Team Members " shall " receive task assignments, update task statuses, collaborate with team members

6.1	Admin	Admin “ shall ” monitors task assignments, tracks overall project progress
8	Attendee	Attendee “ shall ” sell tickets online with various ticket types (e.g., general admission, VIP).
8.1	Customer	Customers “ shall ” experience a seamless payment process.
9	System	The system “ shall ” supports payment methods (such as credit/debit cards, digital wallets, etc.)
9.1	System	System “ shall ” generate invoice, confirmation receipt and finally will accept payment
10.1	Project Manager	Project Manager “ shall ” manage venues and register new venues with details like capacity, facilities, and contact information
10.2	Project Manager	Project Manager “ shall ” manage multiple venues for concurrent events efficiently.
11	Attendees	Attendees “ shall ” provide feedback and ratings for events.
11.1	Admin	Admin “ shall ” reviews and analyzes feedback data to identify areas for improvement, resolve conflicts, and enhance team productivity and satisfaction.
12	Project Manager	Project Managers “ shall ” use communication tools such as messaging systems, forums, or chat applications to communicate project updates, guidelines, announcements, and discuss project-related matters with team members.
12.1	Team members	Team Members “ shall ” utilize communication tools for team collaboration, seeking clarifications, resolving issues, and sharing progress updates with project managers and team members.
13	Project Manager	Admin “ shall ” Allocate resources such as speakers, sponsors, equipment, and staff to events based on requirements. Track resource usage, availability, and costs.
14	Project Manager	Project Manager “ shall ” Tracks event budgets, expenses, revenue from ticket sales, sponsorships, and other financial aspects related to event planning.
15	System	System “ shall ” provide Logout functionality .
15.1	Customer/Attendee	Users who are logged in the web application “shall” be able to Log out from the website when they're done.
15.2	System	Upon logging out, the system “shall” terminate the user's session and return them to the login or home page as appropriate.

Use case Diagram

Use Case diagram

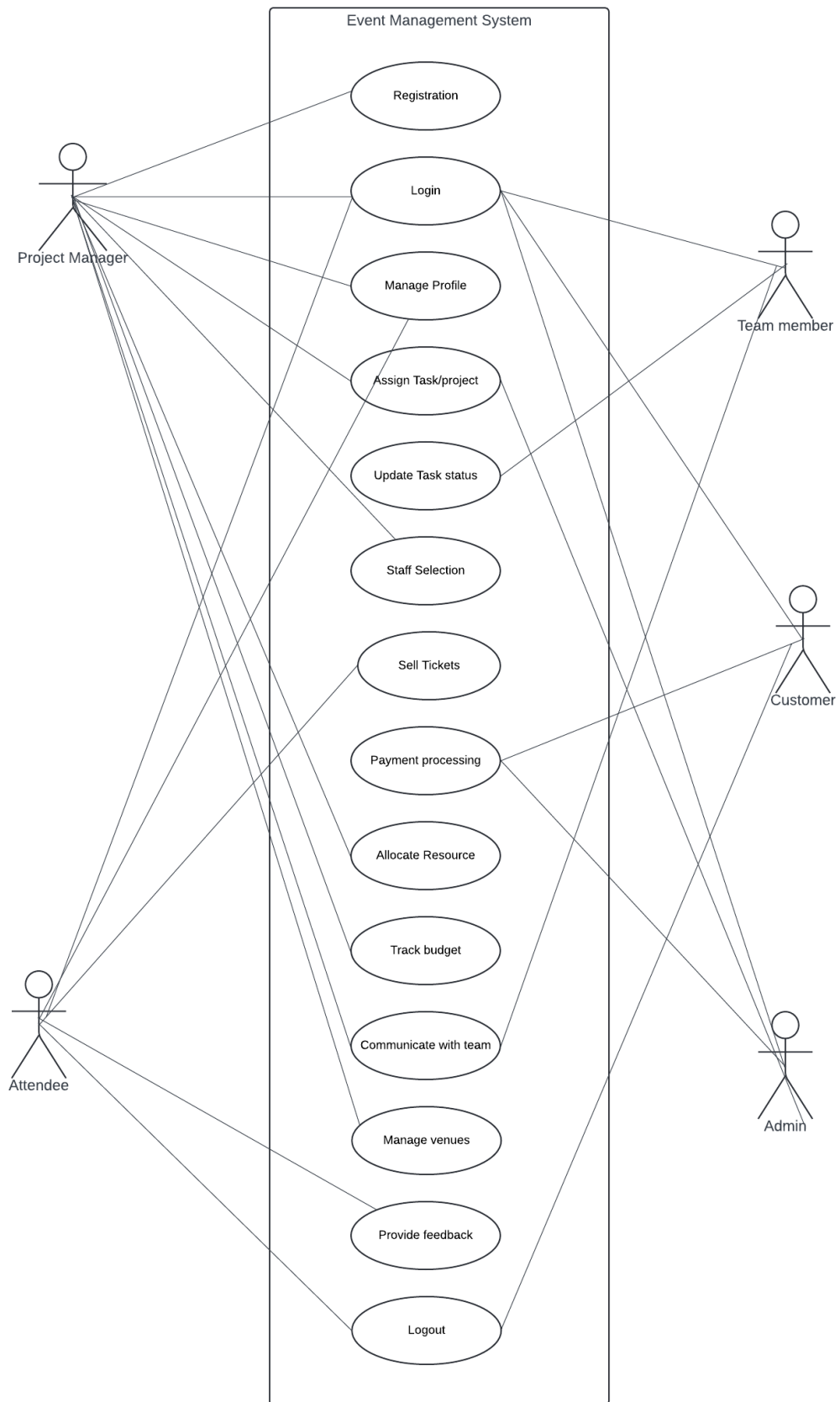
A use case diagram is a vital blueprint for visualizing interactions among system entities. In Event Management System, the use case diagram outlines the interactions among system entities involved in managing events efficiently the detailed use case diagram provides a comprehensive overview of system functionalities and user interactions.

Primary Actors:

- 1) Project Manager: Responsible for planning, organizing, and managing events.
- 2) Attendee: Individuals or groups participating in events by registering and attending, purchase tickets, provide feedback, and manage their profiles.
- 3) Customer: Represents users who interact with the system primarily to handle payments
- 4) Team Member: Collaborates with project managers, receives task assignments, updates task statuses, communicates with team members, and manages profiles within the system.

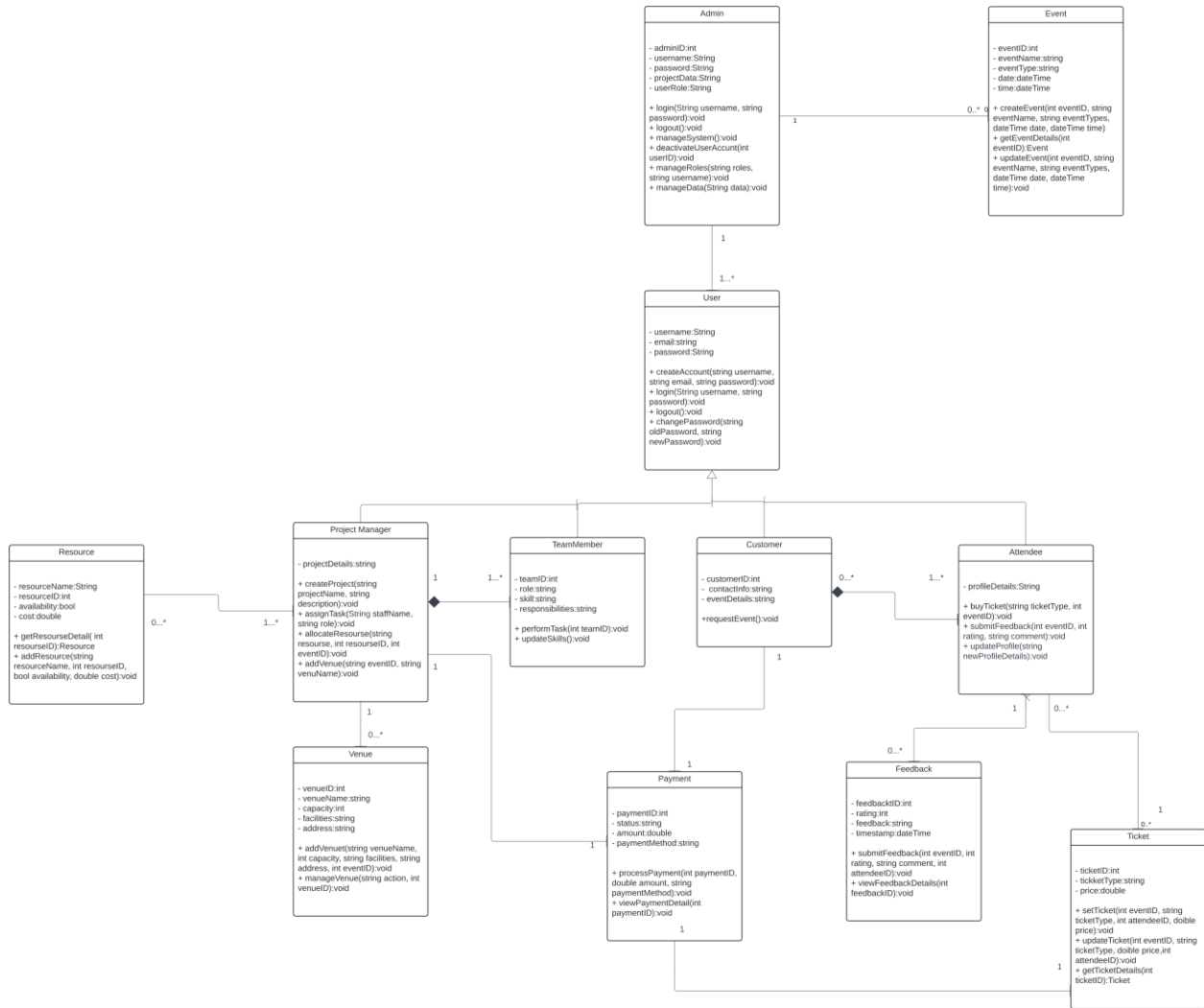
Secondary Actors:

1. Admin: Manages system settings, user roles, and event-related data.



Class diagram

Class diagram (without design patterns)



Refined Class diagram

