Second year Mini Project Report

Submitted in partial fulfillment of the requirements of the degree

BACHELOR OF ENGINEERING IN COMPUTER ENGINEERING

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CERTIFICATE

This is to certify that the Mini Project entitled **" FusionXperience "** is a bonafide work of **Name of student (Roll No.)** submitted to the University of Mumbai in partial fulfillment of the requirement for the award of the degree of **"Bachelor of Engineering"** in **"Computer Engineering" .**

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Mini Project Approval

This Mini Project entitled " Fusion Xperience **"** by **Gopal Vanjarani(66), Gaurav Mahadeshwar (43), Ved Shirur(60), Aditya Joshi (34)** is approved for the degree of **Bachelor of Engineering** in **Computer Engineering.**

Examiners

1……
(Internal Examiner Name & Sign)

2……
(External Examiner name & Sign)

Date:

Place:

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1.1 Introduction -

Events play an important role in our society. Any happening or an activity can be referred to as an event. Individuals often find they lack the expertise and time to plan events themselves. Event management is the strategic planning, organization, and execution of various types of events, ranging from small-scale gatherings to large-scale conferences, exhibitions, parties, weddings, festivals, corporate meetings, and more. It involves a comprehensive approach to ensure that every aspect of an event, from conceptualization to post-event analysis, is meticulously planned and executed to create memorable and successful experiences for attendees. Lots of factors need to be considered while making each decision. Also, once the party is planned, A lot of on the day issues such as maintaining low noise levels after a particular time, or neighbors complaining about the noise levels etc take the fun out of the party/event. To manage such issues, we require an easy-to-use website that will help in effectively tracking such problems. In this research work, we are going to make use of a website through which event management is made feasible with the help of a fully automatic system.

1.2 Motivation -

The motivation for this project is to help people and businesses who like to cater for events on a huge scale with minimum human effort and maximum profit. Some event management businesses are having difficulties in coordinating with the whole system to which an event creates, so thus to reduce the hassle we are trying to create a website which integrates the system so that working for the businesses as well the consumers is easy.

1.3 Problem Statement -

Every Organization, whether big or small, has challenges to overcome and manage every event. Despite the growing demand for well-organized and memorable events, the event management industry faces challenges in ensuring consistent quality, efficient coordination, and seamless execution.

1.4 Organization of the Report -

The introduction sets the stage for the report, beginning with a general overview (1.1 Introduction) of the topic. Motivation (1.2) elucidates the reasons driving the research or project, followed by the Problem Statement & Objectives (1.3) that delineate the issue at hand and the intended goals. The organization of the report (1.4) is outlined, providing readers with a roadmap of what to expect.

The Literature Survey exposes the existing knowledge. It commences with a Survey of Existing System (2.1), presenting an overview of the current state of the subject. Limitations of the existing system or research gaps (2.2) are discussed, identifying areas where improvements or advancements are needed. The section also highlights the Mini Project Contribution (2.3), explaining how the present project aims to fill the identified gaps.

The Proposed System introduces the approach or system. Beginning with an Introduction (3.1), it provides a comprehensive overview. Architecture/Framework (3.2) offers insights into the structure and framework of the proposed system, while Algorithm and Process Design (3.3) explain the methodologies employed. Details of Hardware & Software (3.4) shed light on the technological aspects. and Conclusion and Future Work (3.5) summarize the outcomes and suggest future research directions. Lastly, the References section is a compilation of all the sources referenced throughout the report, allowing readers to explore the cited works in depth.

Literature Survey :

2.1 Survey of existing system :

The landscape of event management systems has witnessed considerable growth in recent years, driven by the increasing demand for seamless and efficient event organization. Several contemporary studies have examined the challenges faced in this domain, emphasizing the need for robust technological solutions. Notably, existing systems have focused on integrating user-friendly interfaces, customizable event planning modules, and secure payment gateways, addressing the multifaceted requirements of event hosts and participants alike. Moreover, a variety of research efforts have underscored the significance of data analytics and real-time reporting functionalities in optimizing event management processes, enhancing decision-making, and ensuring superior user experiences. Overall, the literature highlights the evolving nature of event management systems and the growing emphasis on innovative solutions to streamline event planning, promotion, and execution.

2.2 Limitation Existing system or research gap :

- Limited Customization :

  Many off-the-shelf event management systems may have limited customization options. This can restrict your ability to tailor the system to meet the specific needs.

- User Interface (UI) Complexity :

  A complex or intuitive user interface can lead to user frustration and decreased productivity. It's essential to identify any shortcomings in the user experience and suggest improvements.

- Lack of Mobile Responsiveness :

  In today's mobile-centric world, having a system that is not mobile-responsive can be a significant drawback. Users should be able to access and manage events on various devices seamlessly.

- Cost and Licensing :

  Some systems come with high upfront costs or ongoing licensing fees. This can be a limitation, especially for small businesses or organizations with budget constraints

2.3 Mini project Contribution:

FusionXperience is a platform that addresses the limitations of the current existing system and provides a solution over these limitations.

- Reduced Human efforts :

  The system requires less human effort that the existing system needs.

- User friendly environment :

  The system provides a user-friendly interface to create and is easy to use.

- Mobile responsive :

  The webpage is mobile responsive as well, which gives the user access to the system regardless of their device's screen size or orientation. This ensures a seamless and user-friendly experience across various platforms, including smartphones and tablets.

- Scalability and Performance :

  The project enables the existing system to handle larger workloads, deliver faster responses, and accommodate growing user demands more effectively.

- Technological Advancement :

  The project promotes technological advancement, and keeps the existing system aligned with the latest industry trends and best practices.

Proposed system :

3.1 Introduction -

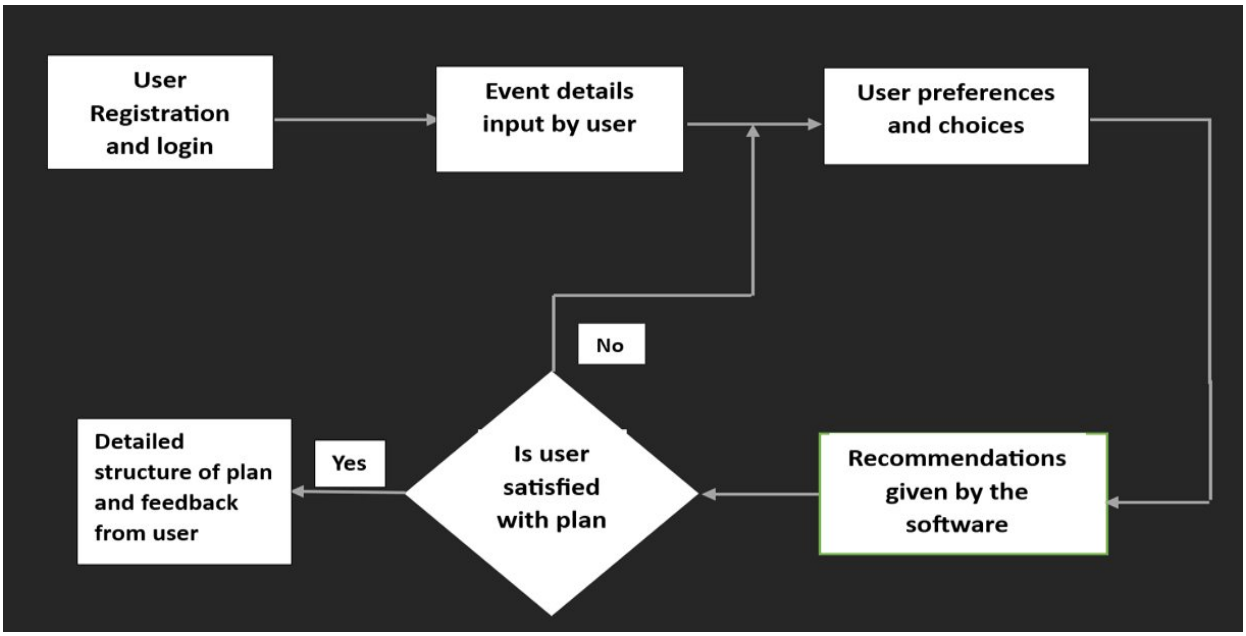
Event management is the strategic planning, organization, and execution of various types of events, ranging from small-scale gatherings to large-scale conferences. It involves a comprehensive approach to ensure that every aspect of an event, from conceptualization to post-event analysis, is meticulously planned and executed to create memorable and successful experiences for attendees. In this research work, We are going to make use of a website through which the event management is made feasible with the help of a fully automatic system.
We will design an exclusive Event Management System. This is designed to assist in strategic planning and it will help to ensure that your organization is equipped with the right level of information and details of your future goals. Also for those busy executives who are always on the go, Our system comes with remote access features, which will allow you to manage your workforce anytime. These systems will ultimately allow you to better manage resources and events.
User Registration and Authentication : Users should be able to register and log in securely. Authentication mechanisms like email verification and password reset should be in place.

Event Creation : Users should be able to create new events. This includes providing event details such as name, date, time, location, and event description.

User Profiles : Users and organizers should have profiles where they can manage their personal information, past event attendance, and event creation.

Feedback Loop : Continuously gather user feedback to make improvements and add new features to enhance the event management experience.

3.2 Architecture/ Framework (Block diagram) -



3.3 Algorithm and Process Design -

User Interaction :

- User Input Gathering - The user interacts with the website by providing inputs such as event type, date, budget, location, and preferences.
- Preference Analysis - The system analyzes the user's inputs, preferences, and constraints to understand the user's event requirements and expectations.
- Recommendation Generation - Based on the analysis, the system presents the user with options and recommendations for venues, catering, decorations, entertainment, and other event elements.
- User Feedback Loop - The user reviews the recommendations and provides feedback, allowing the system to refine its suggestions iteratively.
- Final Plan Presentation - After multiple iterations, the system generates a detailed event plan, including vendor selections, timelines, and cost estimates, which it presents to the user.

Backend Operations :

- Data Management - The system manages the data of event-related information, including venues, vendors, pricing, and user profiles.
- Algorithm Execution - Upon receiving user inputs, the system executes that weighs user preferences, budget constraints, and available options.
- Cost Estimation - The system calculates the estimated cost for the event, taking into account vendor quotes, service fees, and other expenses.
- Feedback Analysis - User feedback is collected and analyzed to continuously improve the recommendation engine and vendor selection process.

3.4 Details of Hardware & Software -

- Hardware tools :

  A computer with 4gb RAM and 256GB memory and stable internet connection.

- Design and prototype :

  Canva/figma - For logo design we have used Canva allows to sketch logos and we used figma for making prototype and design of our product.

- IDE :

  We used VSCode to craft and refine the projects codebase.

- Frontend Technology :

  HTML, CSS and JavaScript – For making an interactive and user friendly webpage.

- Backend :

  Javascript for backend management.

- Version Control :

  Github – For version control as well as collaboration.

3.5 Conclusion and Future work -

The FusionXperience webpage is an innovative solution to reduce human efforts and time required to manage an event for an individual. As of now, the project is at its initial stages, but it has a potential to be useful and worth the time given to help the event organizers. but we seek to make some improvements in it such as,

1. Database connectivity: Use DBMS to store data regarding users as well as admins of the webpage.
2. More events: The website currently works for birthdays. Our next aim is to include more events possible to manage.
3. Improved user experience.

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