

# SETUP DOCUMENT

Music Festival

Group 25

#### Members:

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- Stoyan Ivanov
- Dylan Muyrers

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Client: Jesus Ravelo Sanchez

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#### 1. Agreement

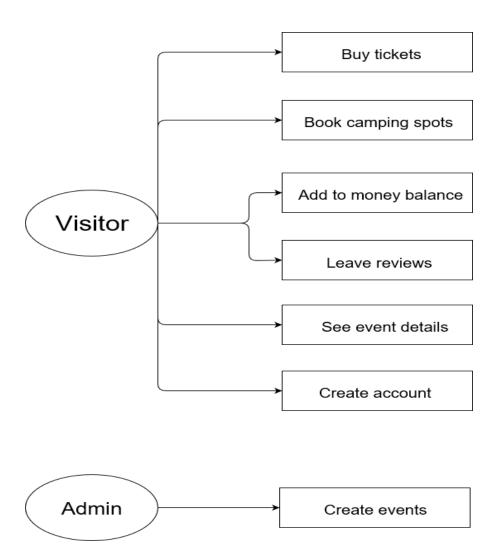
#### Website:

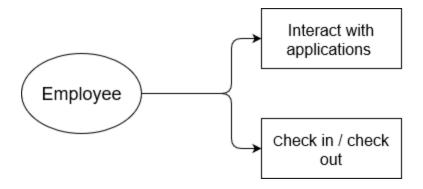
The website should attract visitors for the event. Visitor should be able to get information and reserve tickets through email.

#### Application:

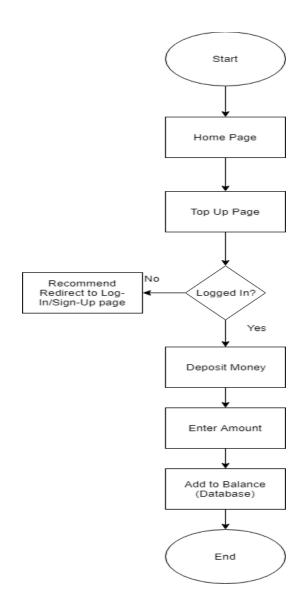
The application should allow participants to top-up their balance. The client will be able to have an overview statistic and live streaming of event through an application.

#### 2. User cases

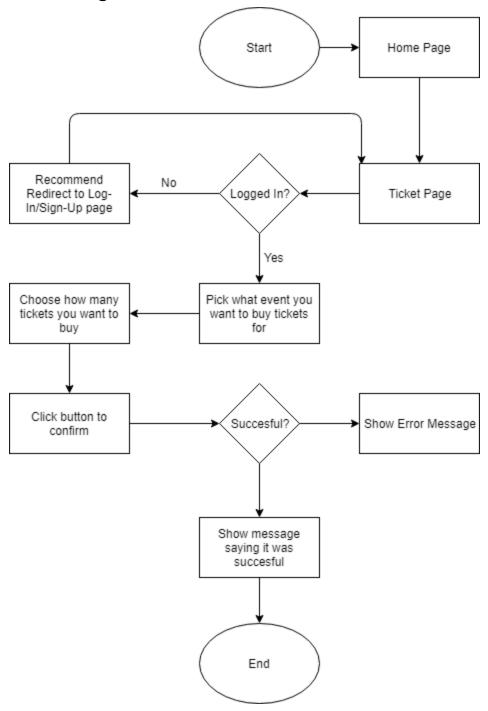




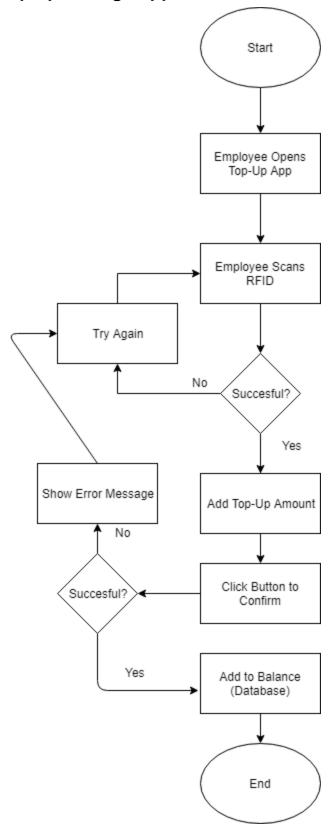
### Topping up balance through the website



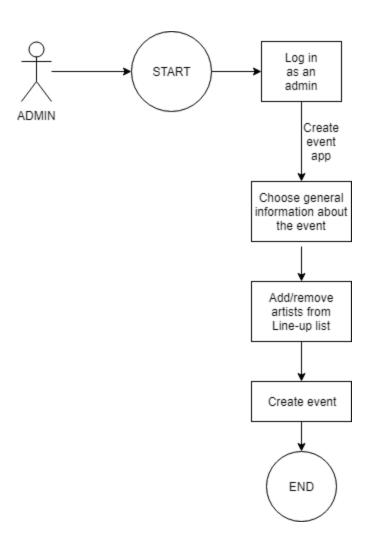
### **Purchasing Tickets From Website**



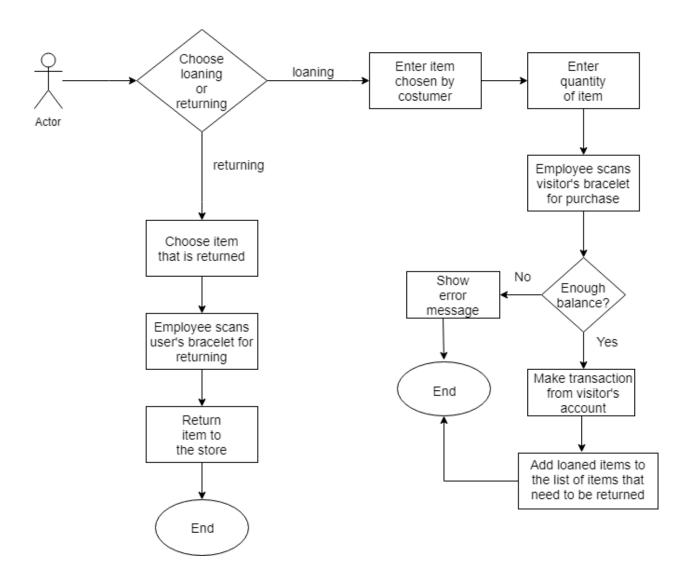
# Top up through application



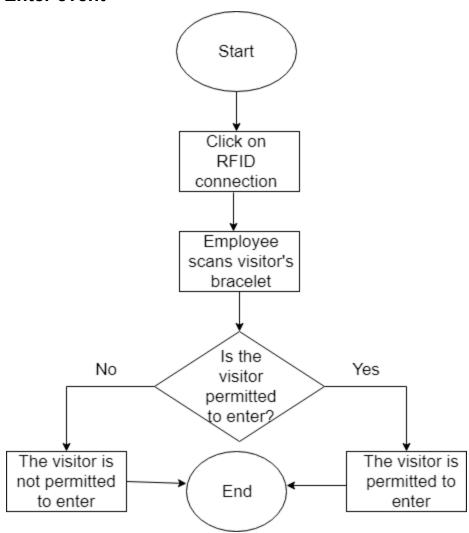
### **Create Event**



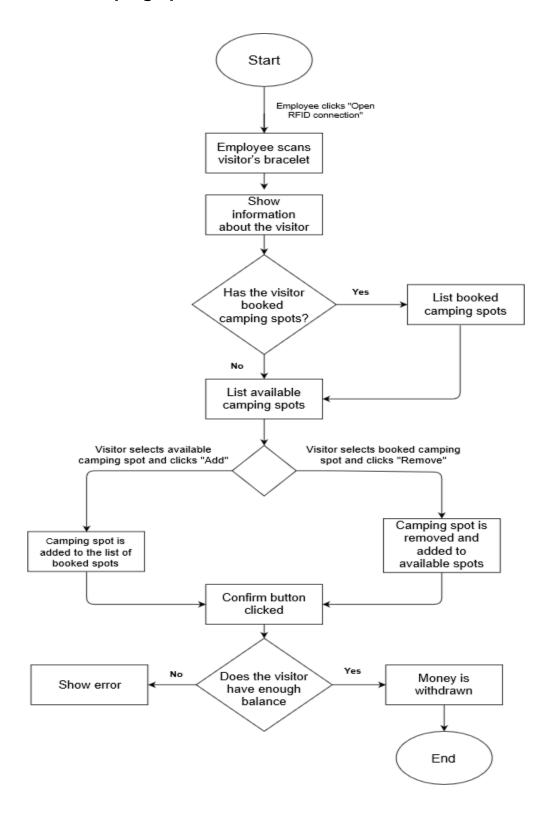
### **Loaning Shop**



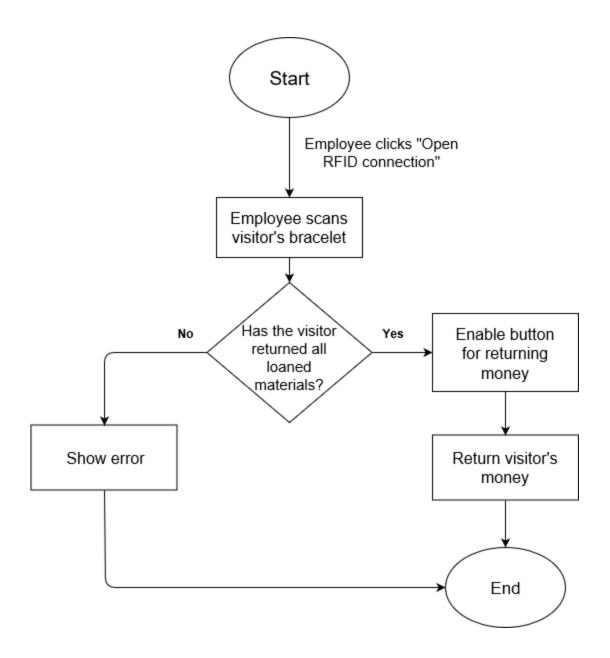
#### **Enter event**



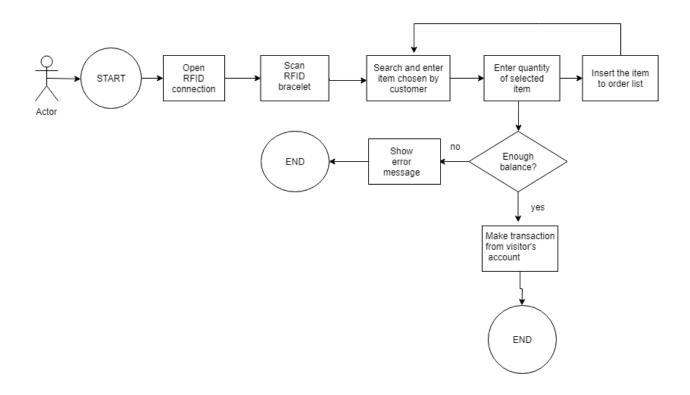
#### **Book camping spot**



#### **Exit Event**



# Food / Drinks Shop



# 5. Functional requirement

	М	S	С	w
Website	•	•	•	
Show / leave review for each event		v		
Let an admin to create multiple events			v	
Tickets purchasing	v			
Send an email to participants when they bought tickets			v	
Camping spot reservation	v			
Top-up balance from personal bank account	v			
Details for each event organised	v			
Show / leave review for each event		v		
Review button should be disabled before the event and abled during and after event		v		
Applications				
Ticket Service at entrance				
Selling tickets at the entrance	v			
Display a message in case of insufficient money				V
Display a message if the ticket has already been used			v	
Check ticket and give an RFID at entrance	v			
Displaying message in case of unavailable ticket number		v		
Camping service	•			
Check if a visitor can enter camping spot	v			

Food & Drinks Court				
Visitors use their card with RFID to pay for food and drinks	v			
Deny purchase if insufficient funds are in the account	v			
Number of items that have been sold		v		
Delete account after event			v	
Printed receipt				v
Loaning Shops		· ·	. I	
Visitors use their card with RFID to pay for loaned items	v			
Deny purchase if insufficient funds are in the account	v			
Items that need to be returned		v		
Delete account after event			v	
Management Service	<u> </u>	1	· · · · · · · · · · · · · · · · · · ·	
Overview statistics	v			
Exit Event Application				
Return money from the RFID account	v			
Don't allow visitor to exit with loaned goods		v		
Identifying employees application			•	•
Identify employees so any employee can work on each application	v			
Keep track of employees		v		

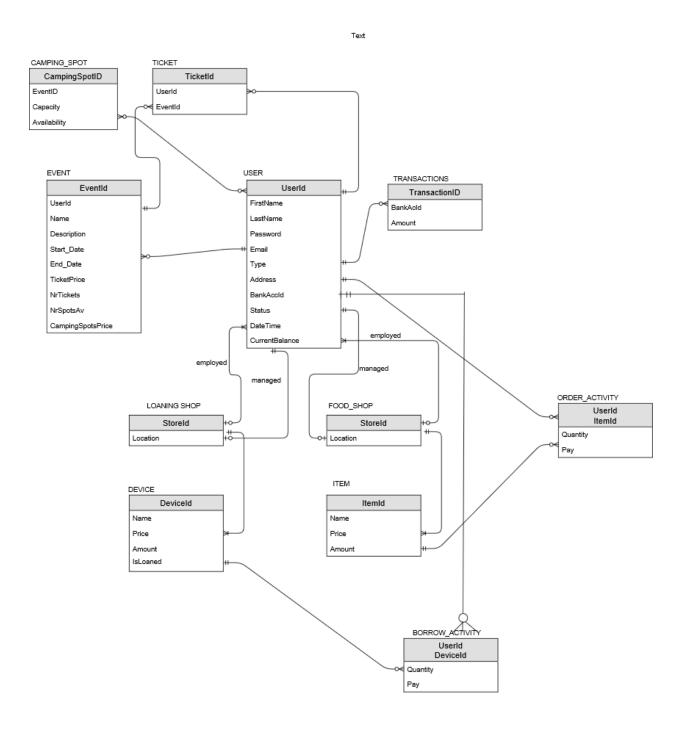
M = must have

S = should have

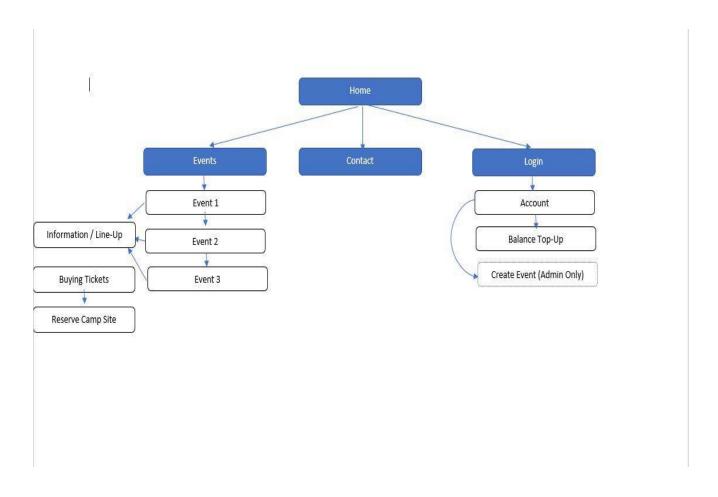
C = could have

W = would not have

#### 6. ERD

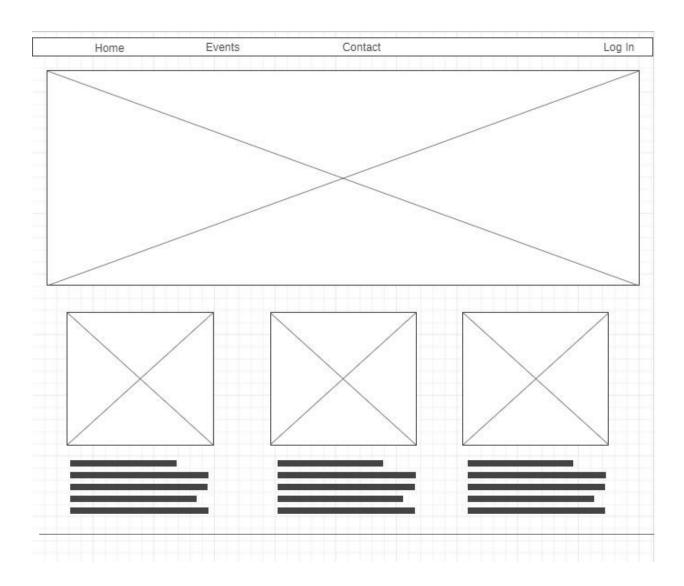


# 7. Sitemap



# 8. Wireframe --- Web application

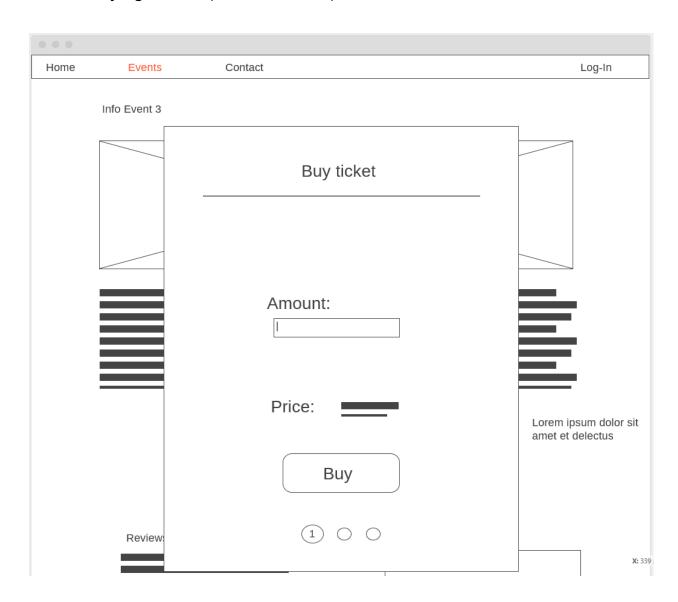
# Home page



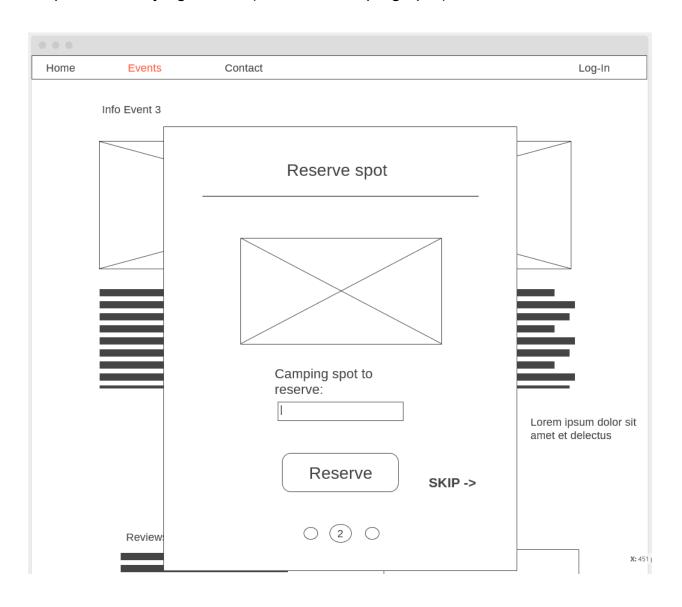
# Login



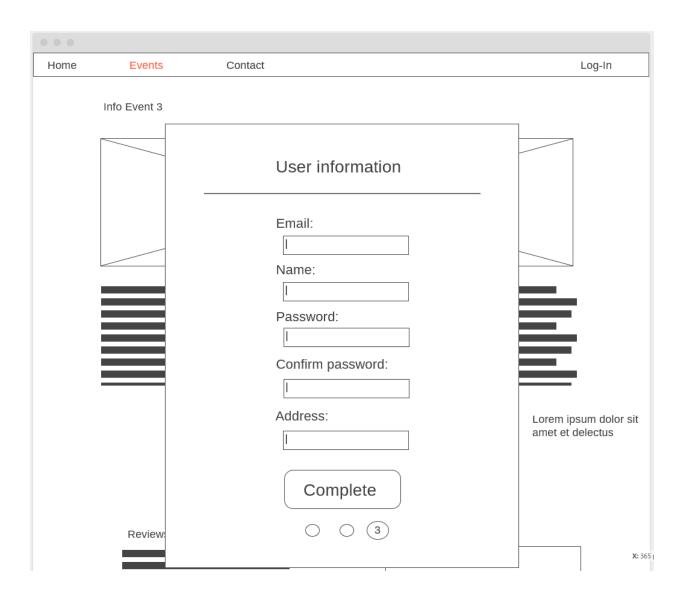
# 1 / 3 of buying tickets (Ticket amount)



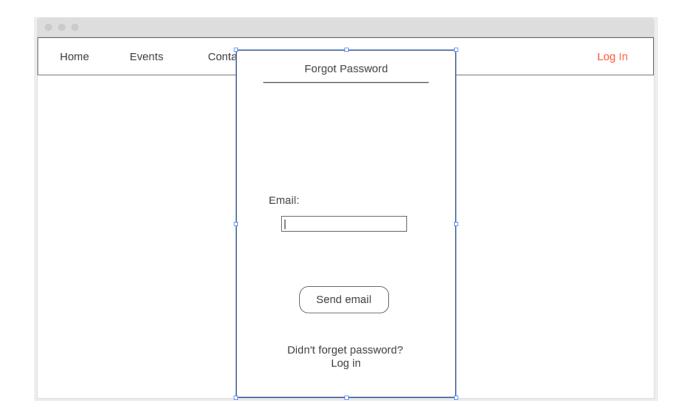
Step 2 / 3 of buying tickets (Reserve camping spot)



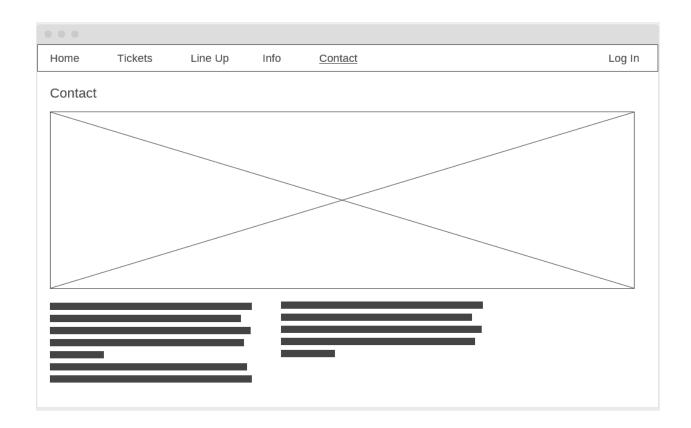
Step 3 / 3 of buying tickets (Enter personal information)



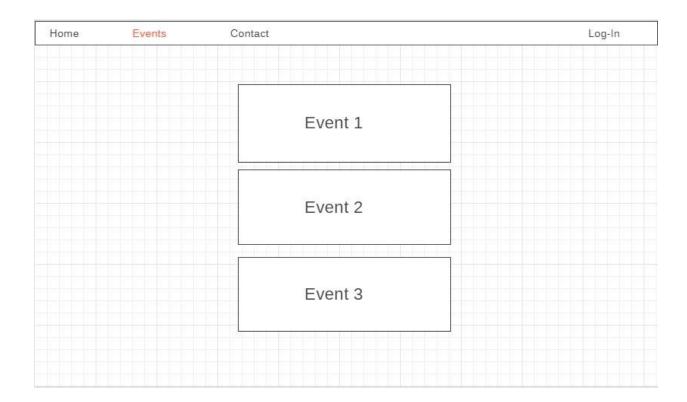
# Forgot Password



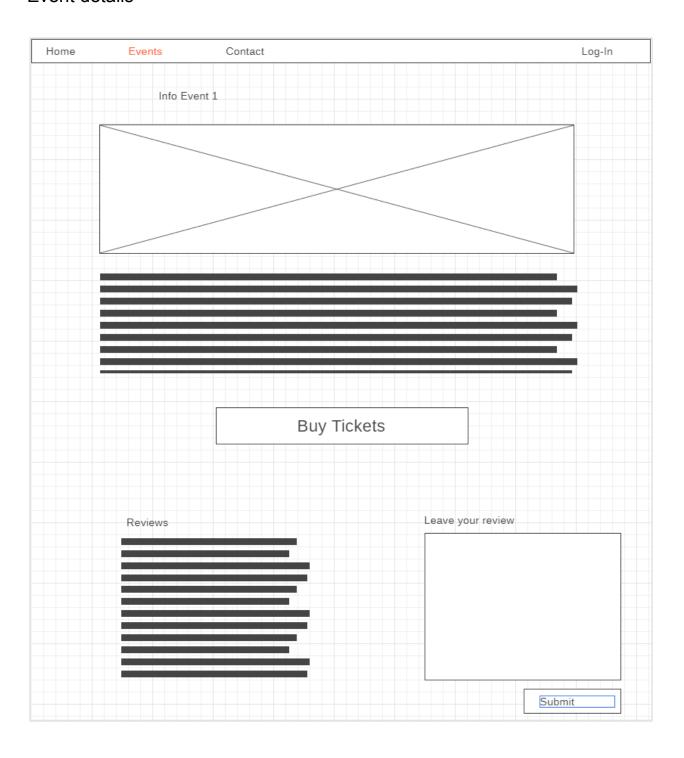
### Contact



#### **Events**

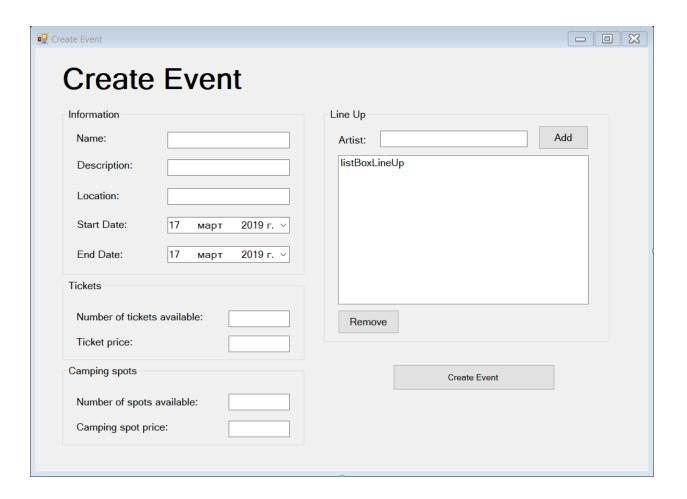


### **Event details**

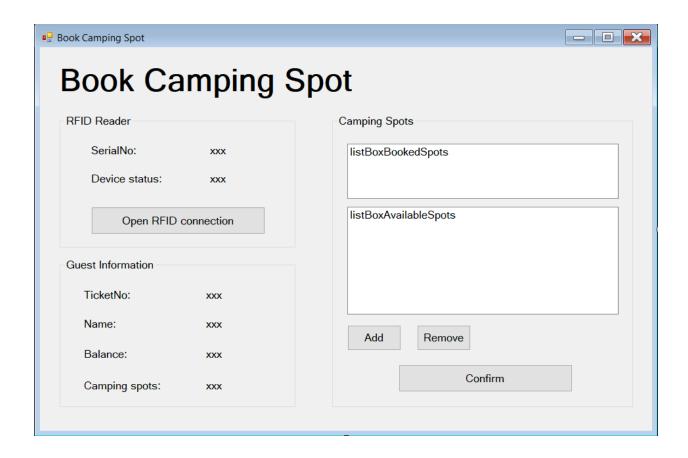


### 9. GUI -- WinForm applications

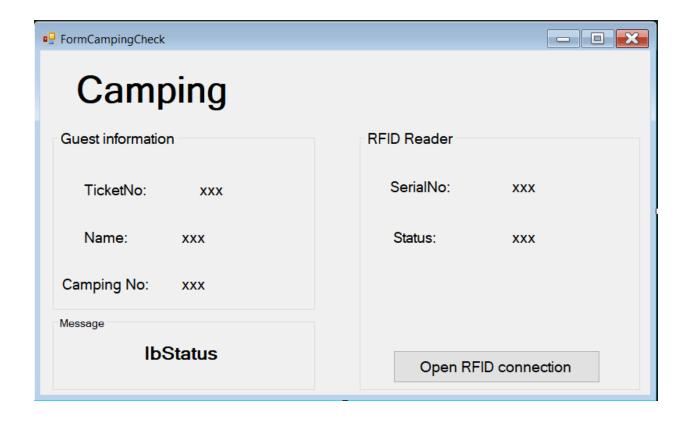
#### Create event



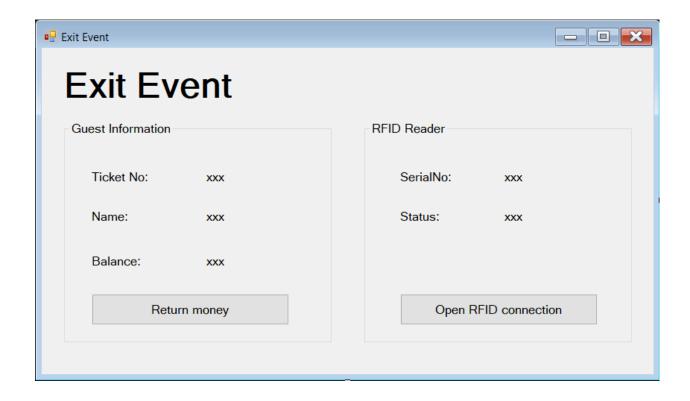
#### Camping spot reservation



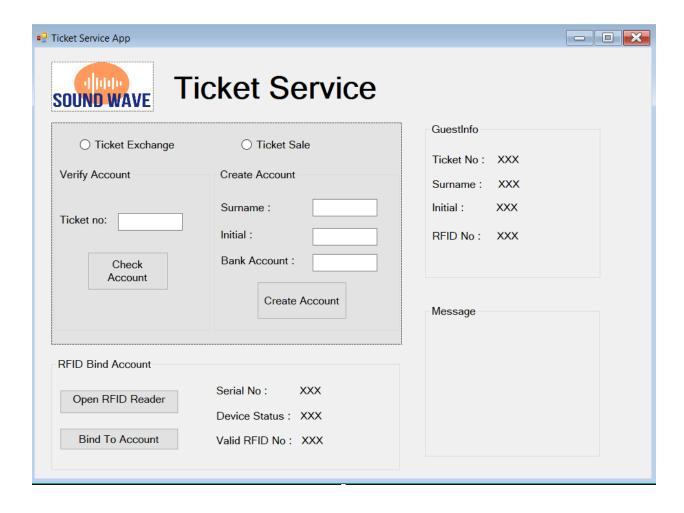
# Camping check in / check out



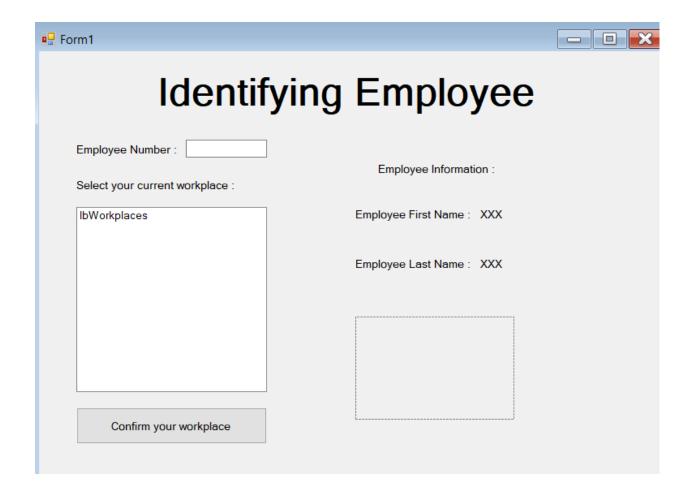
#### Exit event



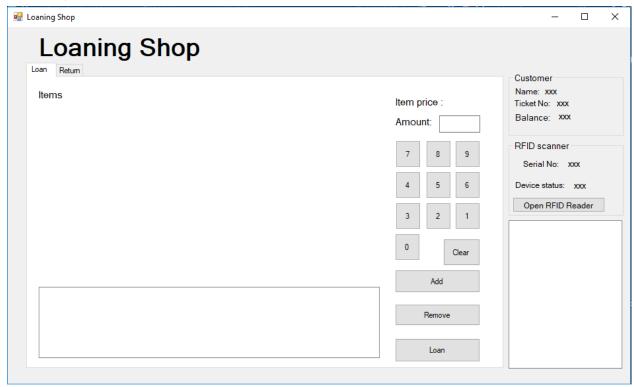
#### **Ticket Service**

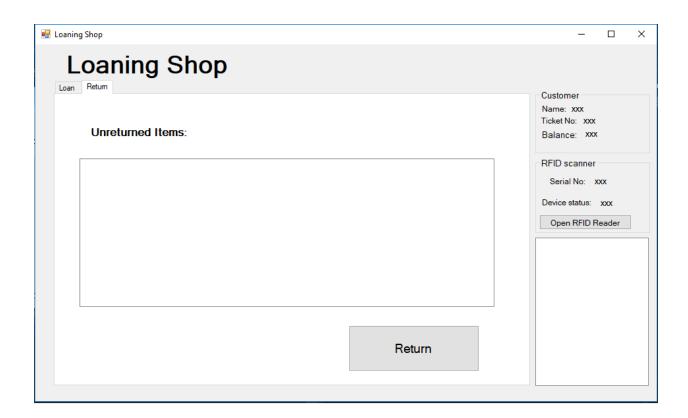


#### Verifying Employee

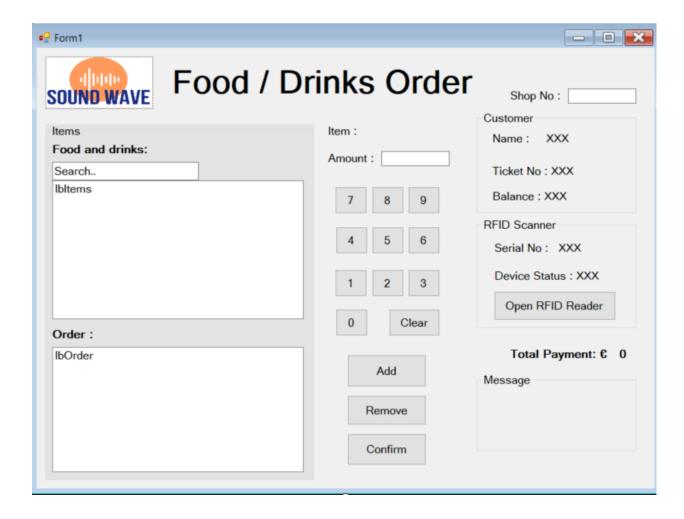


#### Loaning shop

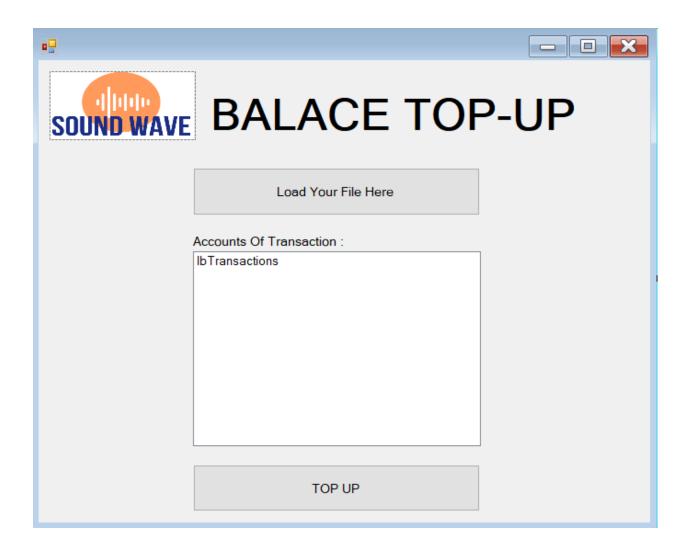




#### Food / Drinks Shop



### Balance Top-Up



#### Enter event

