

**Assignment**

Course Code: CSE414

Course Title: Web Engineering

Assignment Topic:

**Submitted to**

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Department of Computer Science and Engineering

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Submission Date: 20th March, 2025

**Online Event Management System**

**Abstract**

The Online Event Management System is a web-based platform designed to simplify event planning, registration, and management. It allows organizers to create events, manage attendees, and facilitate ticket booking, while participants can browse events, register, and receive updates. To ensure the system meets user needs, data will be collected from event organizers, attendees, and venue managers through surveys and interviews. Based on this data, an SRS (Software Requirements Specification) report will be developed, outlining functional and non-functional requirements, system models, and technical constraints. The platform will include features such as event scheduling, attendee tracking, payment processing, and feedback collection, with a focus on security, scalability, and user experience. By automating key processes, this system aims to reduce manual effort, enhance efficiency, and provide a seamless experience for all stakeholders. The findings from the SRS report will serve as the foundation for designing a robust and user-friendly event management system that caters to various event types, from small meetups to large-scale conferences.

**Introduction**

For the rest of the report you may consider the following points-

1. Introduction

* Overview of the project
* Purpose and significance
* Intended users and stakeholders

2. Data Collection Process (Emphasized Section)

* Methods used (Surveys, Interviews, Observations, Online Forms, etc.)
* Target audience (Who you collected data from and why)
* Key findings (Summarized insights from users)

3. System Requirements

* Functional Requirements (How collected data shaped the features)
* Non-Functional Requirements (Performance, usability, security considerations based on user needs)

4. Use Case Analysis

* Real-world scenarios based on collected data
* Flow diagrams to show user interactions

5. Data Utilization in Design

* How the collected data influenced UI/UX decisions
* Database structure (if applicable)
* System architecture considerations

6. Challenges & Limitations

* Any difficulties in collecting data
* Potential biases and their impact

7. Conclusion & Future Considerations

* Summary of findings
* How this data-driven approach benefits the project

**Development Site**

**Appendix**