

1. INTRODUCTION

1.1 OVERVIEW OF THE PROJECT

The objective of this project is to develop a system that automates the process and activities of an auditorium. In this project, we will make an easier task of booking auditorium for a function. In the present system a customer has to approach the manager to book events and also find other contracting agencies for other services on their own. This often requires a lot of time and effort. We provide approach skills to enable the customer to book the auditorium online for a desired date. They'll also be able to select the services they wish to have on the event and the concerned service providers will contact the customer. There will be a manager who can check bookings of the customer, service details etc, and can edit and modify the details. Manager can view and edit services and assign registered service providers according to the booking.

2. SYSTEM STUDY

2.1 BACKGROUND ANALYSIS

Event Management is a huge industry with crores of turnover over short periods of time. Millions of people work in this industry in various fields. A person who wishes to conduct an event has to find an event manager or he have to find venues and services himself. This is indeed a tedious task and we are trying to automate as much things related to this industry.

2.2 EXISTING SYSTEM

An Auditorium management system which focuses on the automation of booking process of an auditorium. They can select the additional services they wish to have on that date. The requirement reference will be provided to the service providers/contractors. Payment process is not yet automated.

2.3 PROPOSED SYSTEM

The Online Event Organizer would be a great replacement to the existing system. It is supposed to integrate multiple venues in an area along with other services. Everything comes in a product-based approach that it can be valued easily. A person who wishes to conduct an event can easily plan and organize end to end facilities through this system. Payment methods are also integrated to make the process more easily. The features include:

- Product-based approach
- Search facility
- Event Chart
- Payment
- Multiple Venues

2.4 TECHNOLOGIES USED

The technologies used to develop this system are:

- Django Framework (Python)
- SQLite3
- HTML
- CSS
- Javascript

3. SYSTEM ANALYSIS

3.1 REQUIREMENT SPECIFICATION

a) FUNCTIONAL MODULES

- **Products**

The project runs completely in a product-based approach. All the venues and services are considered as products. The Enterpriser can Add/Update/Delete products which will be made available at the customer side for booking.

- **Booking**

The Customers can book their products according to the requirement for a particular date. The booked items will be passed as orders to the enterprisers and admin. They can view their particular orders.

- **Payment**

Customers can confirm the order according to the event chart by making the total payment of the chart. These payments are gone to various enterprisers on the system corresponding to the products.

- **Reports**

Downloadable reports like invoices, payment reports and order summary are generated.

- **Feedback**

The Customer feedback for all products are obtained as input.

b) SOFTWARE REQUIREMENTS

- Operating System: Windows 10
- Back End: Python
- Front End: Python (HTML,CSS,Javascript)
- Framework : Django
- Database : SQLite3

c) HARDWARE REQUIREMENTS

- Processor: Intel core i3
- RAM : 2GB

4. SYSTEM DESIGN

4.1 INPUT DESIGN

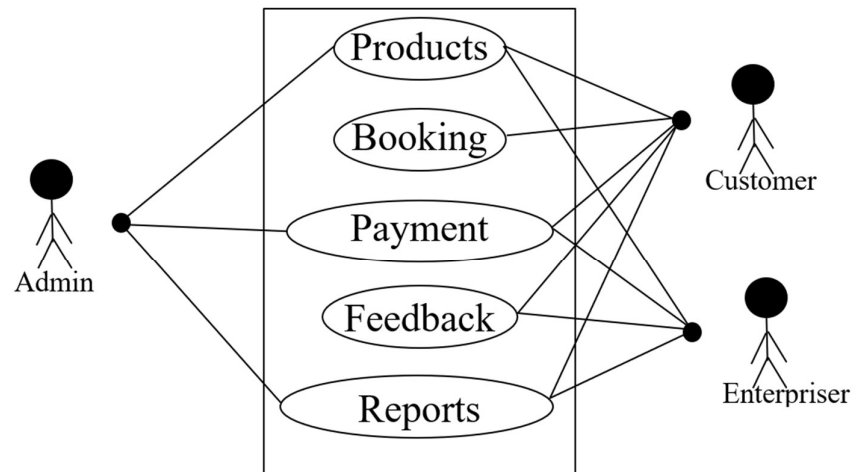
1. Login – User Login
2. Registration – User Signup
3. Add Products – Details of a new product
4. Update/Delete Products – Details of the product
5. Search Products – Product name
6. Event Chart – Adding products, date, crowd
7. Make Payment – Card/Bank details
8. Update Status – Status of the order
9. Give Feedback – Feedback from customers

4.2 OUTPUT DESIGN

1. Search Results
2. View Products
3. View Event Chart
4. View Orders
5. View Payments
6. View Feedbacks

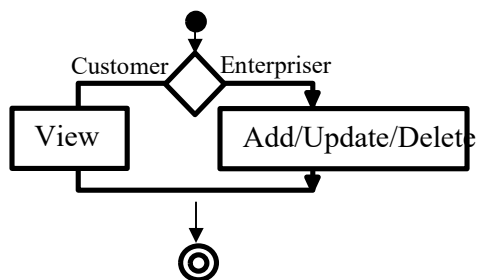
4.3 UML DIAGRAMS

4.1 USE CASE DIAGRAM

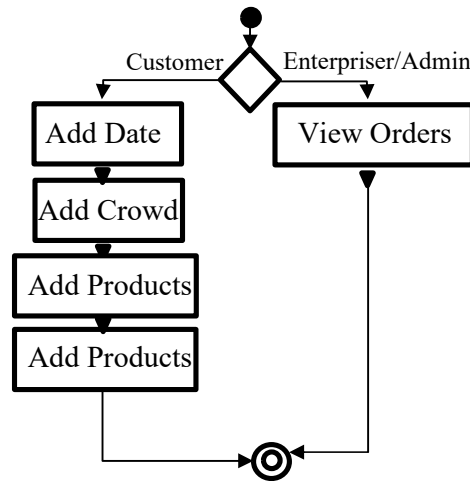


4.2 ACTIVITY DIAGRAM

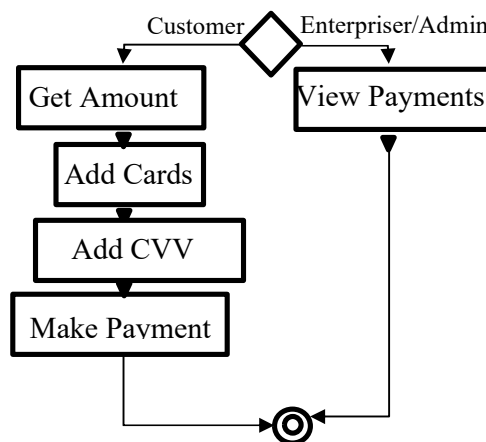
- Products



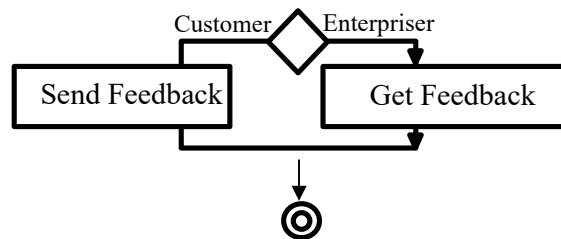
- **Booking**



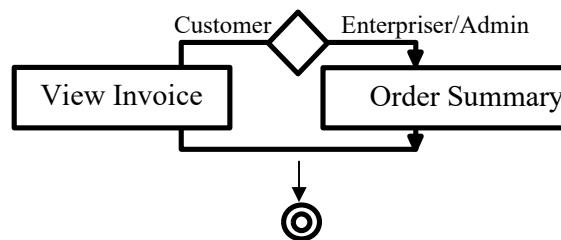
- **Payment**



- **Feedback**



- **Reports**



4.4 DATABASE DESIGN (3NF)

01-Users		
Users_id	Integer	Primary Key, Unique
username	String	Not Null
Firstname	String	Not Null
Lastname	String	Not Null
Email	String	Not Null
password	String	Not Null
date joined	Date	Not Null
02-Customer		
Customer_id	Integer	Primary Key, Unique
Address	String	Not Null
Users_id	Integer	Foreign Key
Mobile	Integer	Not Null
Profile pic	String	Not Null
03-Orders		
Order id	Integer	Primary Key, Unique
Order date	Date	Not Null
Status	String	Not Null
Customer id	Integer	Foreign Key
Product id	Integer	Foreign Key
04-Products		
Product id	Integer	Primary Key, Unique
Name	String	Not Null
Image	String	Not Null
Price	Integer	Not Null
Description	String	
05-Enterpriser		
Enterpriser id	Integer	Primary Key, Unique
User id	Integer	Foreign Key
Company name	String	Not Null
Logo	String	Not Null
06-Payment		
Payment id	Integer	Primary Key, Unique
Order id	Integer	Foreign Key
Enterpriser id	Integer	Foreign Key
Amount	Integer	Not Null
Date	Date	Not Null

5. SYSTEM TESTING

5.1 UNIT TESTING

All functional modules have been tested separately to ensure the proper working of the system. All the inputs taken in and all the outputs delivered have been verified to be in correct format. The navigation from one module to another have also been tested to ensure the proper integration of modules.

5.2 VALIDATION TESTING

Every input field have been validated and tested so that no bogus/unwanted input is received by the system. The major validations include:

- a. Mandatory Fields
- b. Mobile Number Validation
- c. Email Validation
- d. Backdate Validation
- e. Username Validation

6. SYSTEM IMPLEMENTATION

6.1 SYSTEM IMPLEMENTATION

Online Event Organizer is a new form of organizing events using IT infrastructure. This will be a disruptive innovation in the event management industry as it automates almost all the tasks involved in the process which is currently done manually.

The real-world implementation of this project has not been done till now as it requires more real-world testing. But it can be implemented easily under any cloud infrastructure.

This project can be taken up as a Startup with some initial investment and a positive approach. This can be hosted with AWS EC2 and can be made available to the public with certain modifications.

7. SCOPE FOR FURTHER DEVELOPMENT

7.1 SCOPE FOR FURTHER DEVELOPMENT

Event management industry is a vast field where crores of rupees turnover over short period of time. There are huge possibilities of enhancement from the developed system.

Some of the suggestions are:

- Smart categorization of products.
- More details about products including multimedia support.
- Razorpay payment method.
- Usage of Machine Learning techniques for prediction and recommendation to attract more business.
- Integration of Email or SMS alerts to customers.

8. CONCLUSION

At the end of the project. Though I cannot say, it is perfect system without bugs and errors, I tried my level best for minimizing errors and making the system more user friendly for the purpose.

My project is only a humble venture to satisfy the needs to manage their project work. Several user-friendly coding has also adopted. This package shall prove to be a powerful package in satisfying all the requirements of the event management industry. The objective of software planning is to provide a frame work that enables the admin to make reasonable estimated made within a limited time frame at the beginning of the software project and should be updated regularly as the progresses.

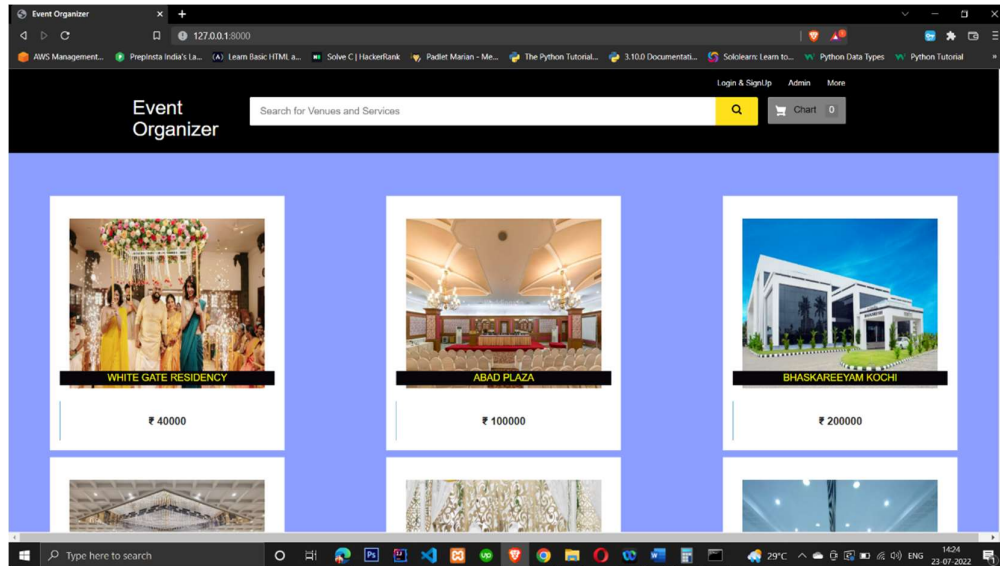
9. BIBILIOGRAPHY

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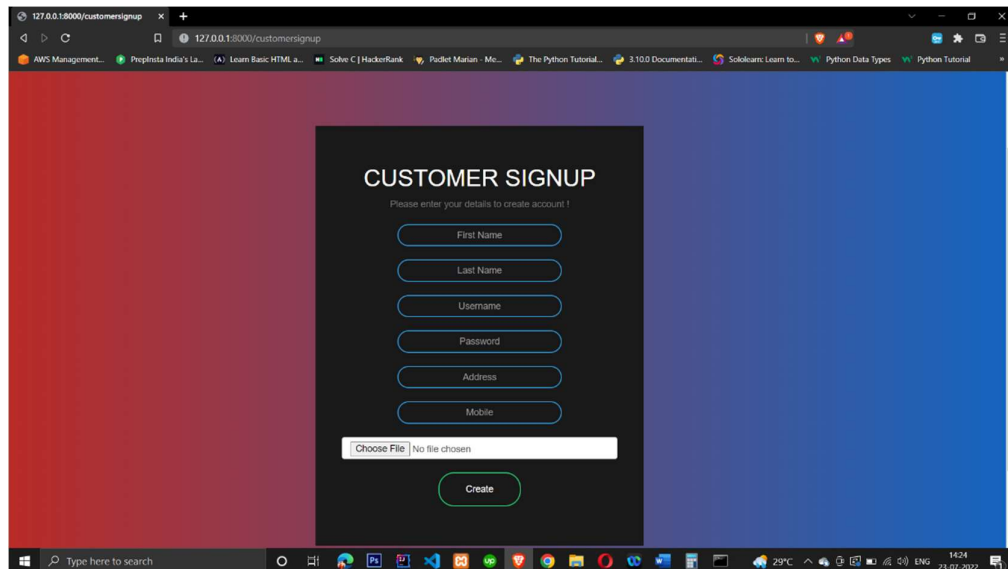
- 1. Django Tutorial – Traversy Media**
<https://www.youtube.com/watch?v=PtQiiknWUcI>
- 2. Django Tutorial – Freecodecamp**
<https://www.youtube.com/watch?v=YZvRldjflY>

APPENDIX A – SCREENSHOTS

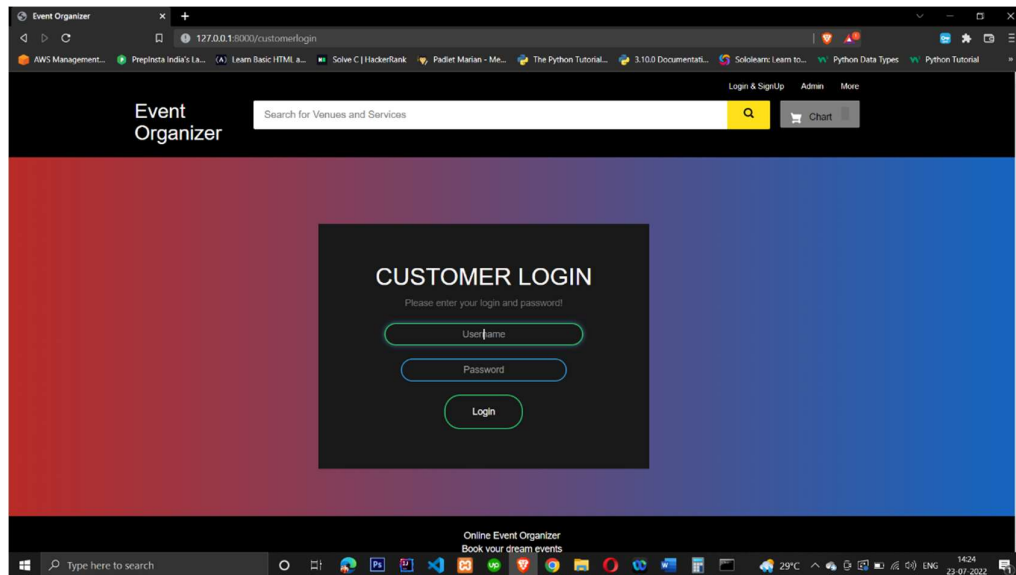
1. HOMEPAGE



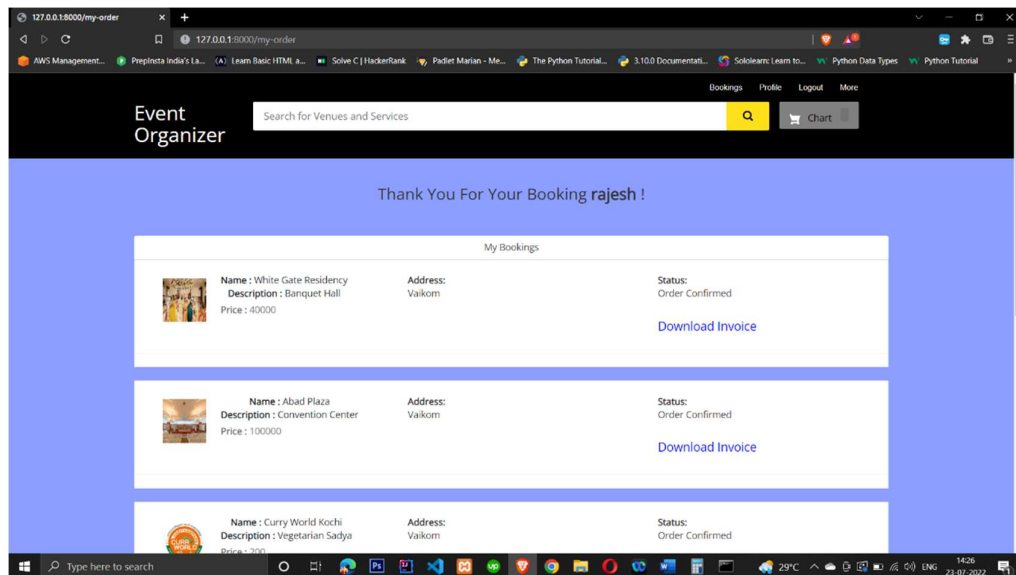
2. SIGN UP



3. LOGIN



4. BOOKINGS



A large empty rectangular box with a double border, intended for a screenshot or drawing.