



**UNIVERSIDAD DISTRITAL
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Faculty of Engineering.

Subject: Advanced Programming

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Project: Virtual Experience (chat)

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Project introduction:

Virtual Xperience is a virtual event platform that helps the organization, management and the participation of these events. The users can register themselves so they can access the events they want. Also, they can create events with their own activities and assignments.

The application has a calendar, so the user can watch their schedule and programmed events and activities.

Business model:

The business model of the virtual event platforms it's based on creating new events where the organizer can add activities and assignments online. The users also can design these events.

Some functions of the platforms are the following points:

- **Create events:** The organizer can design virtual events and activities, with date, hour, description, and type.
- **Inscription management:** The platform facilitate the inscription process for the participants, some product sales and e-mail confirmations.
- **Real time interaction:** The platform provides tools to interact with another participants in real times, like chats, forums and question and ask sessions.
- **Access to the content:** The participants can access to the event material, like slides, videos, chats, and relationed themes.
- **Monetization:** The ways the platform acquires money are: ads, premium memberships, exclusive material.. Etc.

To design the business model, we have to create an architecture that can manage a lot of events at time. Another important thing is the security of this project.

StakeHolders:

- Event organizers: like business and people that want to do workshops.
- Participants: People that want to participate in those workshops.
- Sponsors: Companies that can finance some great events.
- Developers: The people that can program this platform.

Tools:

Programming languages : Html, CSS,JS for frontend and Python for the backend

FrameWorks: Django, canvas.

User stories:

- ☐ As user (Organizer or participant), I want to register myself with a unique name and password, so I can save information and protect my privacy.
- ☐ As user (Organizer or participant), I want to login with my account, so I can access my information and can know in which events I am organizer or participant.
- ☐ As organizer, I want to create virtual events, So I can plan the events in a successful way.
- ☐ As organizer I want to manage all my virtual events, also add the activities and assignments, so the participants can interact with these activities.
- ☐ As organizer I want to share documents and videos as material to my participants.
- ☐ As Organizer I want to restrict the access to some users, so I can decide who can assist in my events protecting my privacy.
- ☐ As user I want to see my DashBoard, so I can watch my future activities.
- ☐ As Participant I want to Sign up to an event.
- ☐ As User I want to have a chat with my events integers, so I can communicate with my team easily.
- ☐ As organizer I want to organize participant groups, so it allows that they upload the activities or assignments in groups.
- ☐ As participant I want to see the date and hour of the activities, an how long I have to upload these activities
- ☐ As Organizer I want to watch if the participants sent the activities at time.
- ☐ As participant I want to give my opinions about the virtual event, so give my feedback and suggestions to improve the event.
- ☐ As organizer I want to read the feedback and suggestion of the participants of my events, so I will decide what things I can change.

Entities:

- User
- Account
- Event
- Organizer
- Participant
- Activity
- Assignment
- Type activity
- Activity description
- Documents
- Videos
- Access
- DashBoard
- Chat
- Group

- FeedBack.