



**ESPE**  
UNIVERSIDAD DE LAS FUERZAS ARMADAS  
INNOVACIÓN PARA LA EXCELENCIA

*DEPARTMENT OF COMPUTER SCIENCE  
SOFTWARE ENGINEERING*

## ***INTEGRATOR PROJECT DEFINITION I***



***Members:***

*Gabriel Aguirre  
Josué Alemán  
Jhoel Chicaiza  
Kevin Chuquimarca  
Alisson Clavijo*

***Tutor:***

*Ing. Edison Lascano*

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**Project:**

Cinema Box Office (Online)

**Developers' Team Name:**

Entertainment Developers

**Team Members:**

- Aguirre Gabriel (L)
- German Joshua
- Chicaiza Jhoel
- Chuquimarca Kevin
- Clavijo Alisson

**Customer:**

All public.

**Workshop: Cinema Box Office (Online)****Problem:**

We need a system that recognizes the type of user that is treating the system, those who may be admins or clients; this system must be attractive and easily accessible to the clients. The system must show necessary and accurate information, this way the client will be able to choose what to purchase. It will also have to save the client data once they have made a purchase, and constantly compare that information to avoid problems such as *available schedules, seats availability and age restrictions*.

**Overview:**

The purchase of a movie ticket can be made by anyone anywhere with a credit or debit card. It is also possible to make the purchase from an online ticket office which allows us to make a reservation of our favorite premiere movie and at the end it will become a purchase, once this purchase is made, the seat specified in each ticket goes to a status of "sold". These purchases don't expire, but they do have an issue date. When making a purchase, the customer must provide their first name, last name, identity number and payment card type and number, to others to select the film, gender, schedule, and their seats.

Our program will take care of selling movie tickets through online payments to facilitate the comfort of our customers and have a better quality of service that demonstrates the benefits of our cinemas.

**Background:**

The technological advancement allows us to carry out activities quickly and without the slightest effort, for example: buying movie tickets from a computer or smartphone. A few years ago, the most common way of buying a ticket took a long time when there were many people in the cinema, therefore, facing this problem it was decided to implement a much more efficient method and that any type of person have access to it.

the cinemas have always been a place very visited by people, it is normal to find full and well-supplied customers, why is why, through technology, it is possible to avoid a large mass of people, both platforms and mobile applications have been created to be able to carry out by more quickly and effectively, generate which generates a better shopping experience and they can enjoy their enjoy movie by only scanning the code received , the virtual purchase of said platforms.

In order to achieve our objective, we need to know what is the best way to get an entry today and avoid long lines; this is of course through the Internet since, in addition to avoiding bad health, it is a fast and effective way to buy these tickets. Tickets can be purchased in two ways, which are on the cinema's website and the cinema's mobile application, by entering with a user we can do it without problems.