

PROJECT INCREMENT-1

Title: UMKC HALL RESERVATIONS

Team ID-11

Team:

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Project Goal and Objectives:

Motivation:

As the students and faculties are facing difficulties in scheduling and reserving available conference rooms and auditorium for meetings and events respectively, as every time they need to consult required authorities for availability of rooms regularly to reserve rooms. Our application provides a better solution to book their room from their mobile which makes user conveniently in reserving room

Significance:

This application provides with seating capacity and pictures of the room before reserving the room. On acceptance, the user will book the room.

Objectives:

To facilitate better room reservation system for students to held their meetings and events using their ANDROID gadgets which provides with good UI.

System Features:

- Scheduling appointments with respective authorities.
- Can reserve the room with selected start and end timings.
- Confirmation through mail or message.
- User have different functionalities based on their designations i.e., students, faculties and room allotment staff.
- Users can cancel their reserved rooms.
- Users get notified reservation status if there were any changes.
- Rescheduling can be done.
- Layouts available.
- Users can review back based on their satisfaction level.

First Increment Report:

In this report, our team dealt with interface for the project and layouts. The system is developed with the login page along with UI and form validation. Later on, it is redirected to our home page where different halls are available for room booking.

Services/APIs:

No external services and APIs are used, as of now.

Detailed Design of features:

1. Wireframes:



Fig-1.1

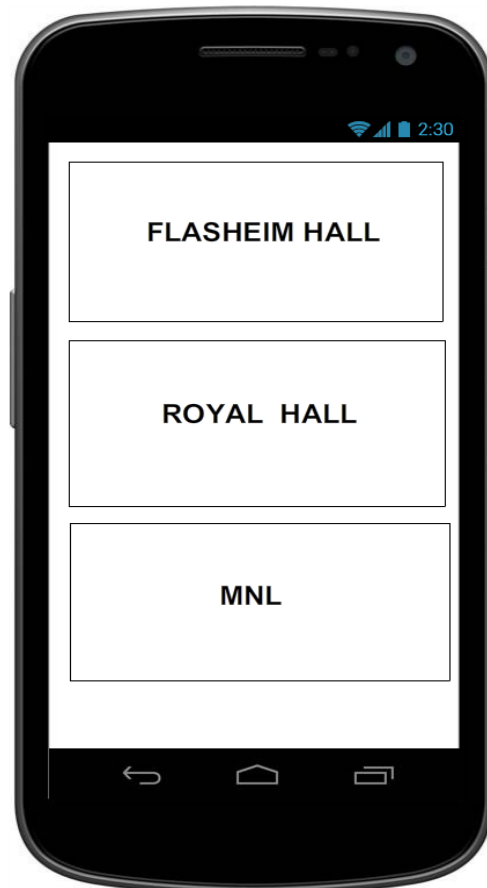


Fig-1.2

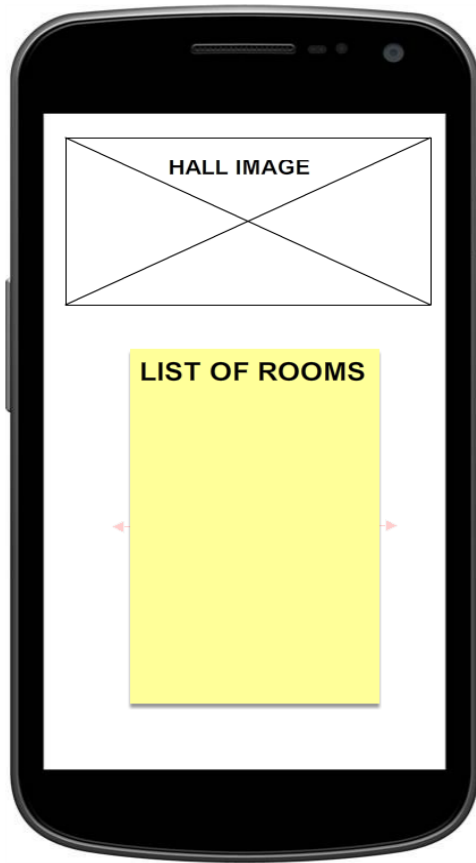


Fig-1.3

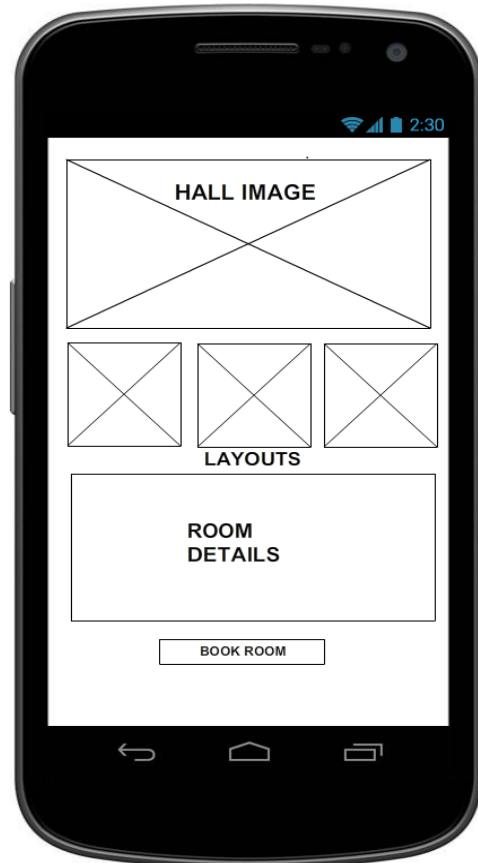
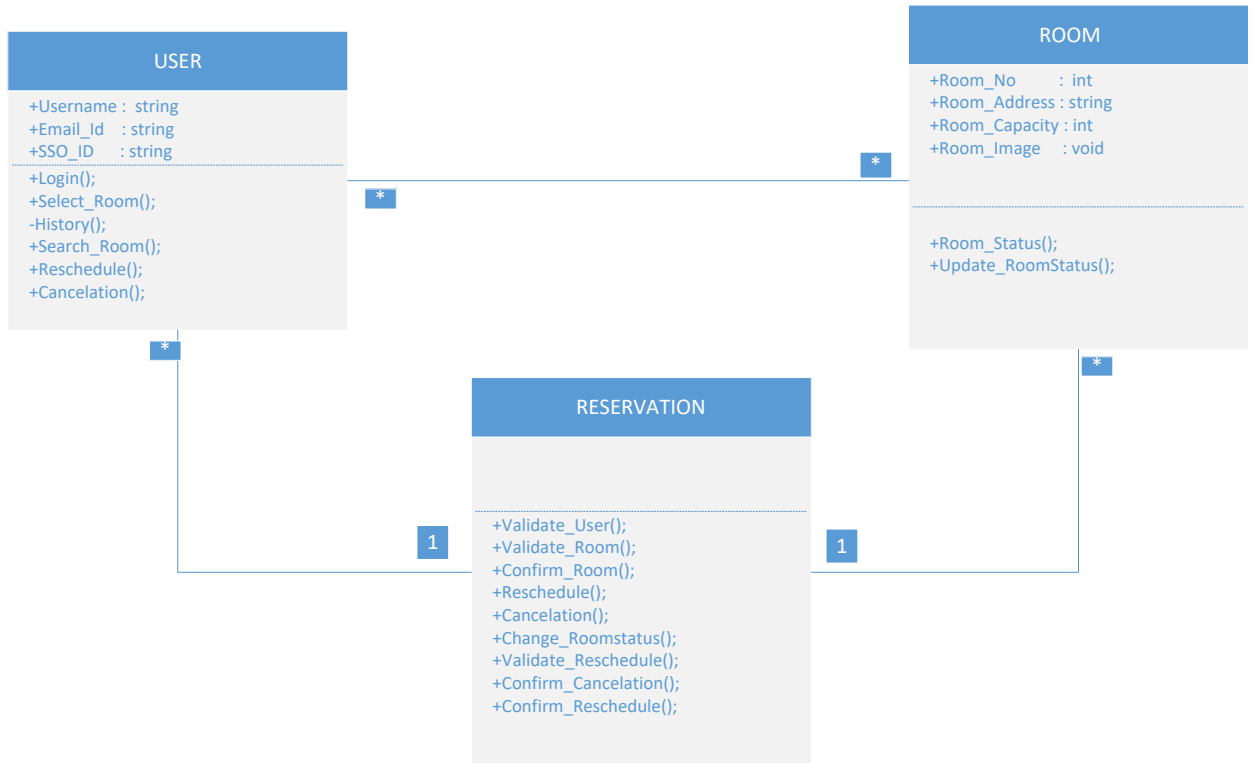
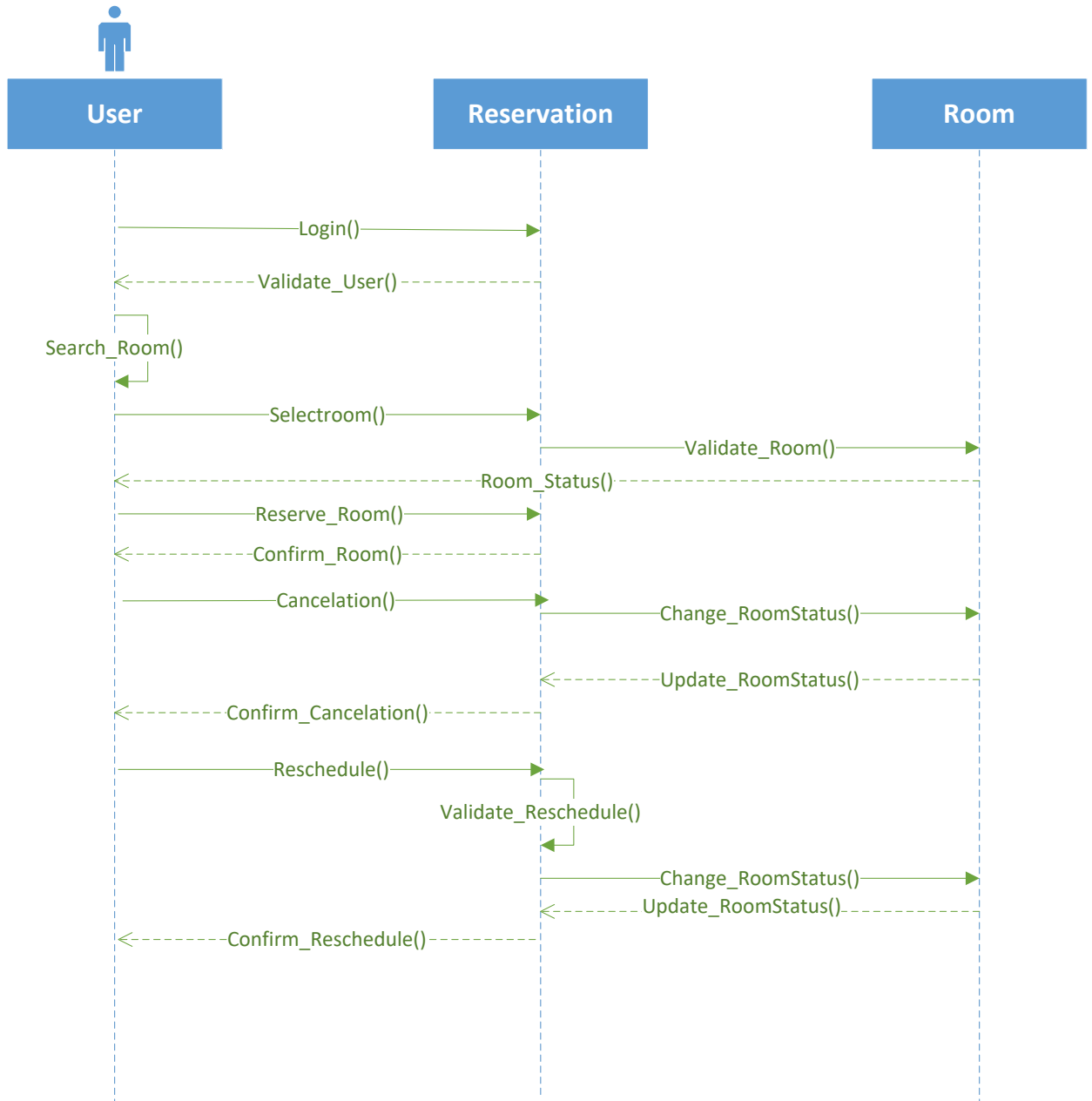


Fig-1.4

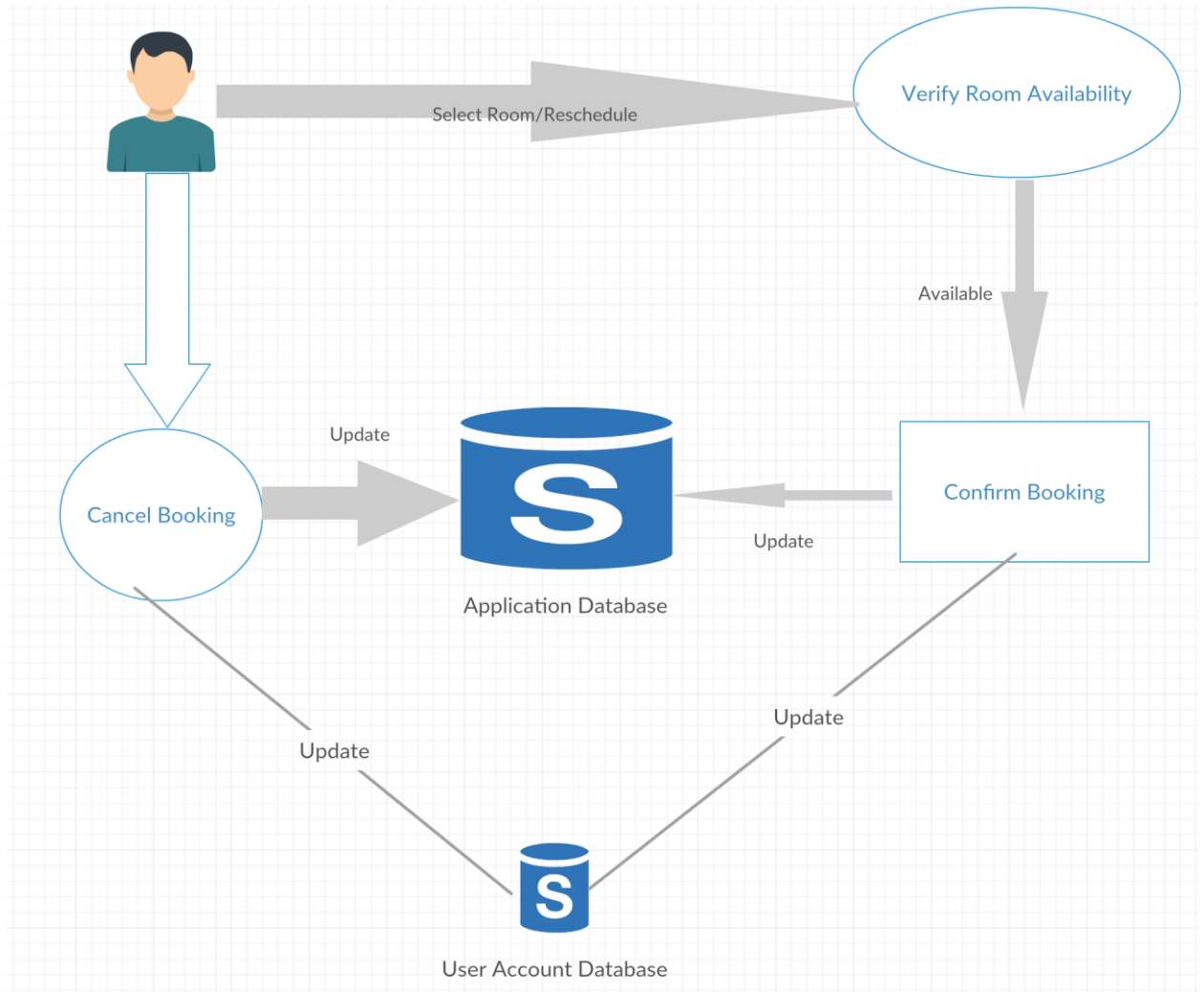
2. CLASS DIAGRAM:



3. SEQUENCE DIAGRAM:



4. Architecture diagram:



Implementation:

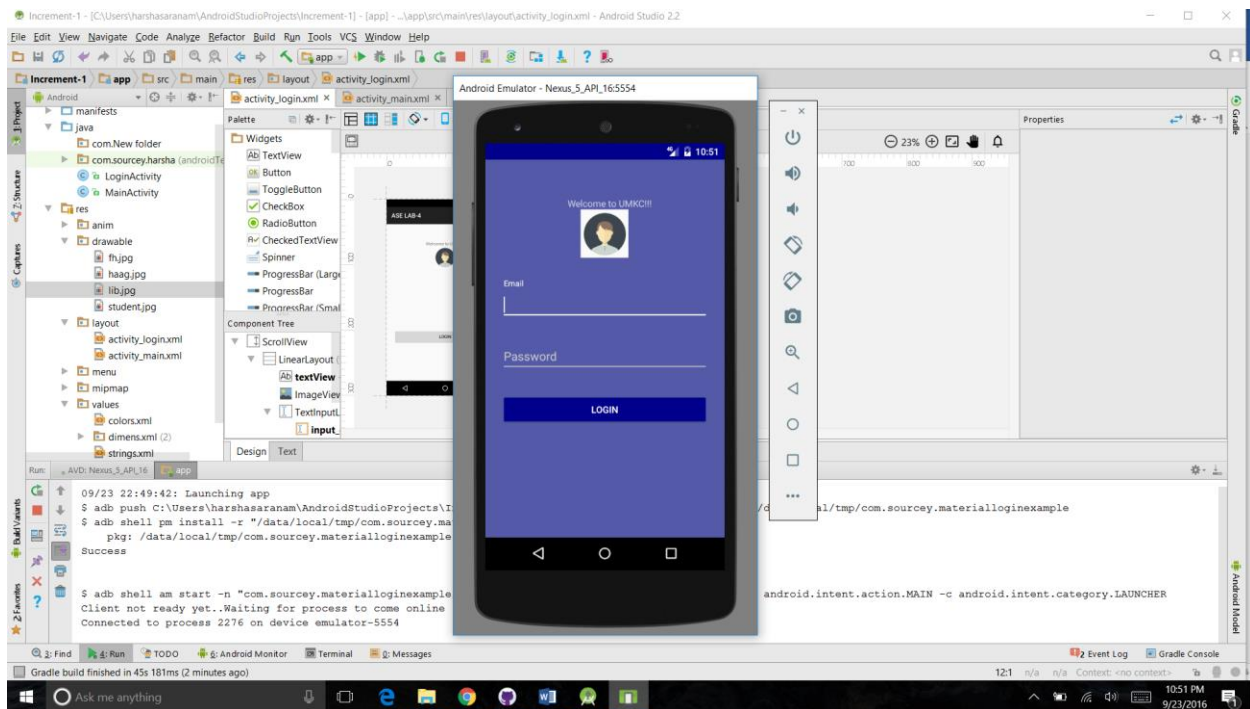


Fig-2.1

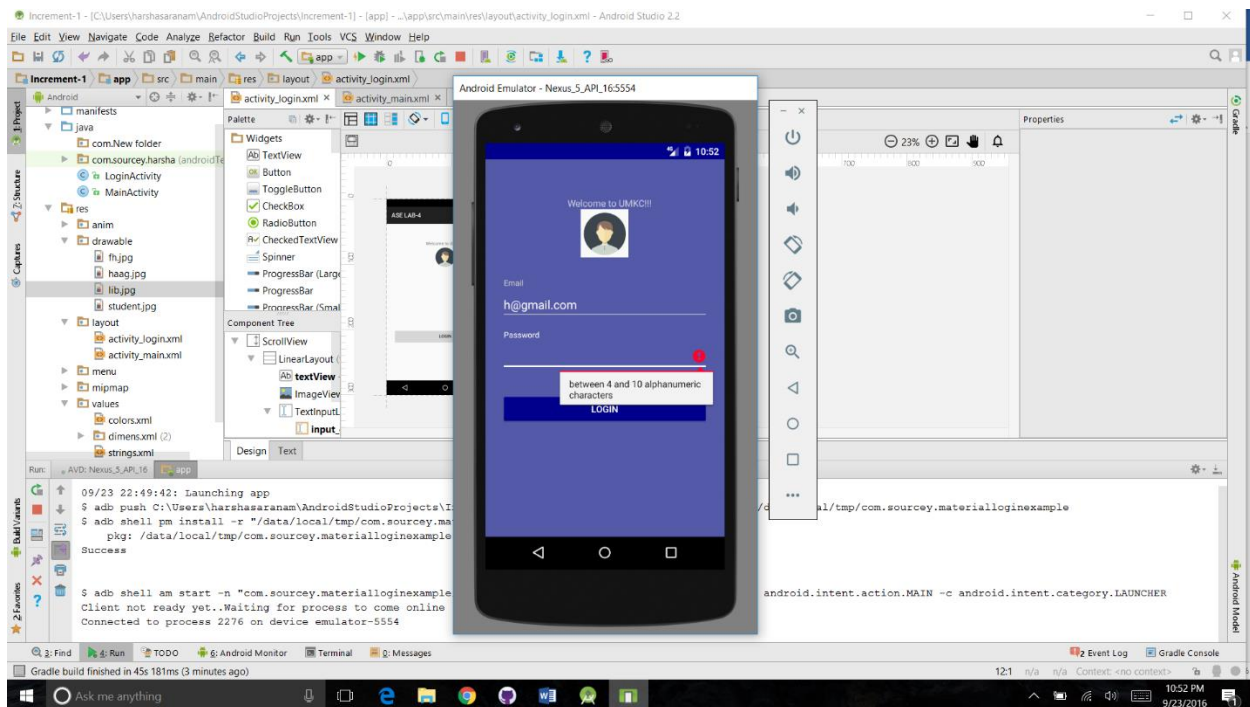


Fig-2.2

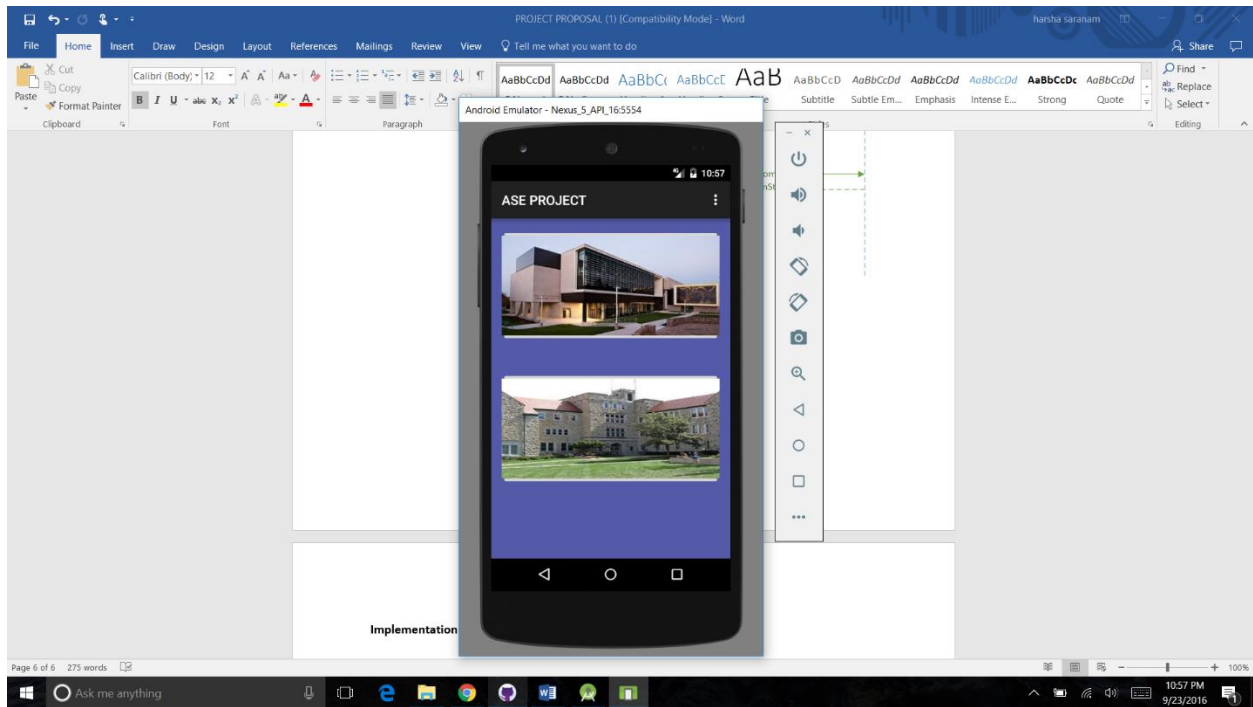


Fig-2.3

Deployment:

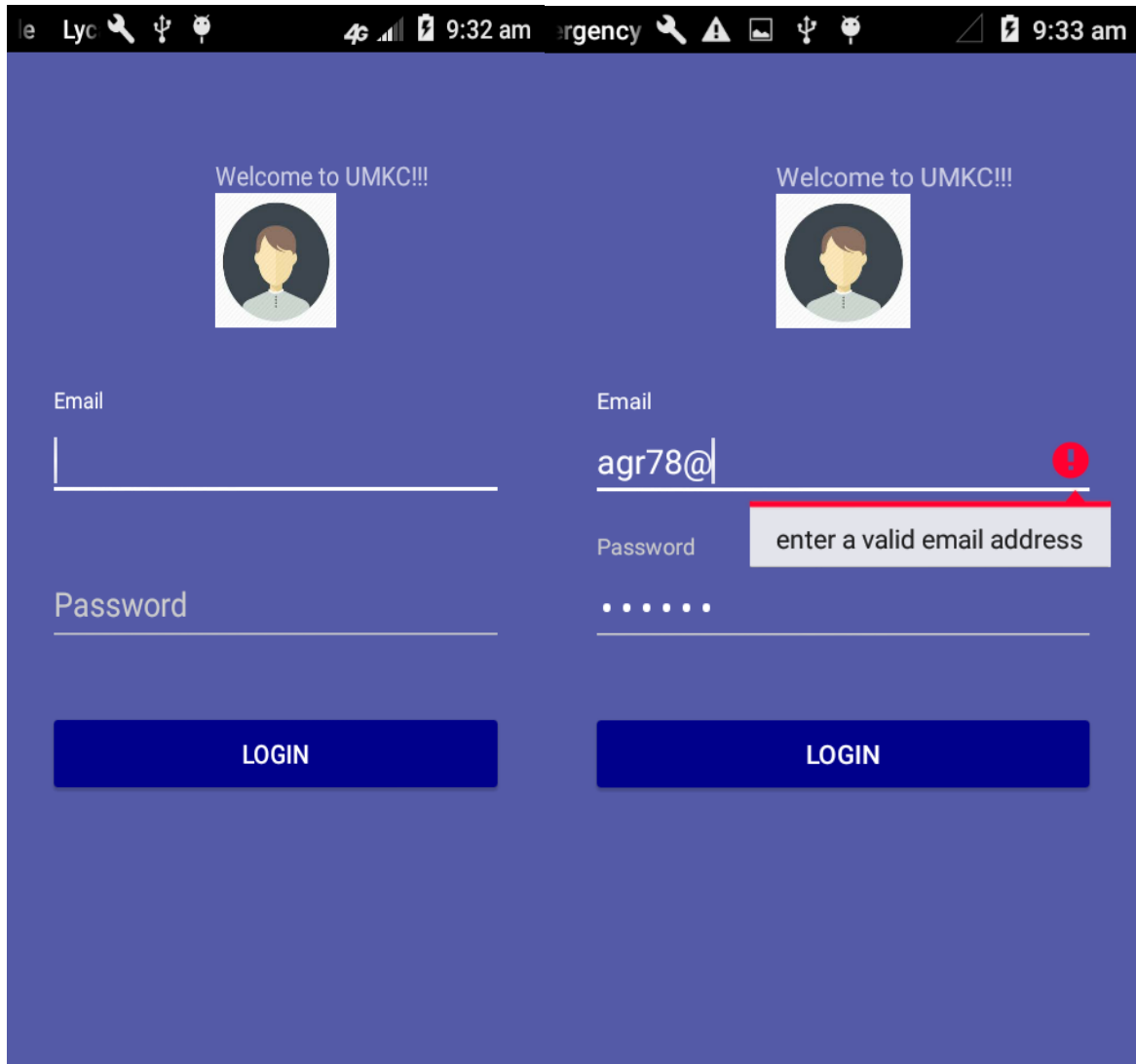


Fig-3.1

fig-3.2

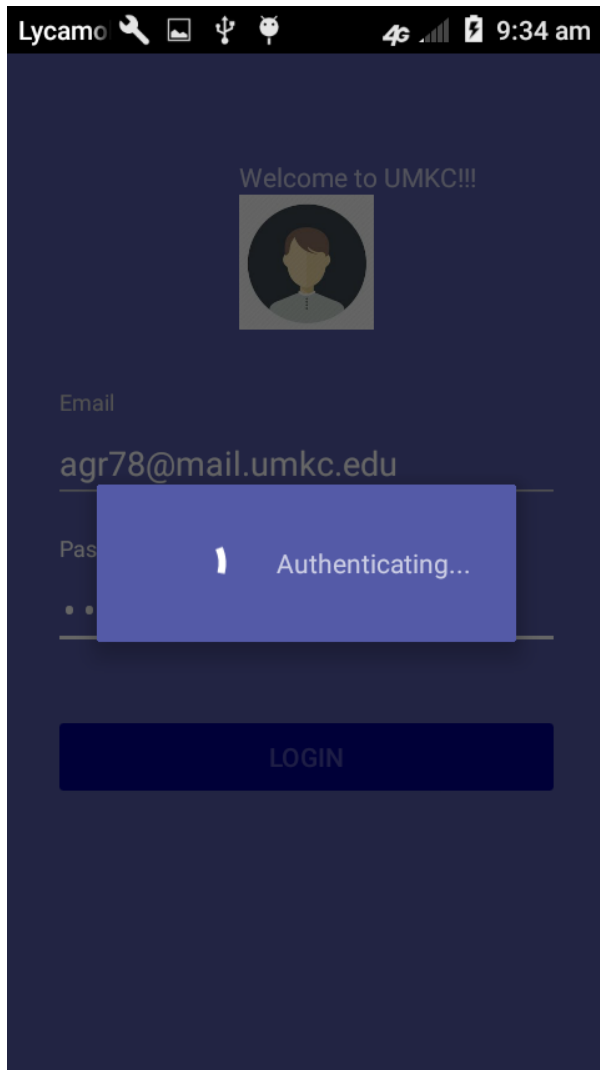


Fig-3.3



fig-3.4