**6. Design decisions and tradeoffs**

***Use this section to motivate any decisions that will help the reader understand***

***the design that your team is using. This section can also capture good ideas***

***that were abandoned and the reasons for leaving them out of the design***.

The design used in this project was simple so that the user and the reader who are likely to use this product can have a clear and precise concept on the product. The design was simple like other user friendly software which has a login page and the process is as it goes on. Similarly in our product, we have the account creation interface where the users will create their account. Next, after the account is created, the user will have to login with their credentials to use the product.

Once the user logs in the product, the homepage will appear where the user will be displayed with various matches. There will be categories like live matches, upcoming matches and so on.

The user can select matches for which they want to book their seats and once they confirm their seats, the system will show their booked seats and the fare.

There can be issues like a user can select a seat and can compare the pros and cons of the seat meanwhile on another end, another user may select the same seat, in this case, the system will prioritize the user who will save the booked seat first because every user is of equal importance to us.

Therefore, the system was designed on a very simple platform and way of operation in terms of user friendliness. The system will ensure maximum security and privacy to users login credentials and share equal response to each and every user.