Project Proposal

for

Theater Ticket Software

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CS 650 - Team C

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Revision History

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| --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Version** |
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|  |  |  |  |

# 1.0 Project Description

The Theater Ticket Software shall be created as a software solution for volunteers who help non-professional performing arts groups put on plays, musicals, concerts, and exhibitions for the general public. The software will be composed of two major parts.

## Ticket and Patron Database

The database will store relevant patron information and link patrons to tickets reserved or bought for an event.

At minumum, the following data shall be stored about each patron:

* Patron name
* Address
* Seat choice
* Special Notes
* Payment information
* Whether they are a season or individual ticket holder
* Reference to the ticket number bought at a venue

At minimum, the following data shall be stored about the venue:

* Current Seat occupancy state
* Price for each available seat
* Seat numbers and row information (General Layout)
* Ticket numbers

## Theater Ticket Application

The ticket application will be the user interface for volunteers to manage ticket transactions. There will be a general GUI that will allow volunteers to navigate and find all currently held information regarding a specific patron or specific venue. The application will allow users to reserve tickets for patrons, buy tickets, exchange tickets, and record any special notes for patrons. There will be a method for patrons to buy season tickets or individual tickets.

This application will operate on any typical Windows machine.

## Managing Venues

The application will also be configurable for different venues. Each venue will contain a different seat layout and pricing scheme, so the software will be manually configurable. \*\*Help Here\*\*

# 2.0 Personnel

A listing of team personnel to be directly involved in this project

* Christopher Henry
* Andrew Huggins
* Reece Johnston
* Michael Jones
* Vineela Kakani
* Saivamsikrishna Kanukanti

The above personnel comprise Team C for the Fall 2014 CS 650 course at UAH.

## 2.2 Team Communication

Team C will use email and a Github repository for the bulk of our communication needs. A brief, weekly meeting will take place after class on Wednesdays for any problems or questions that cannot be resolved through electronic communication. The team will utilize conference calls when needed for any distance learning or out-of-town members.

# 3.0 Deliverable Documents

* Progress Reports(weekly)
* Requirements Specification Document
* Project Management Document

# 4.0 Functionality

The following paragraphs outline the general functionality of the Theater Ticket Software.

4.1 Purchasing Tickets

Get User Name

\*\*\*Follow other outline here\*\*\*

# 6.0 Initial Constraints and Assumptions

**Constraint 1:** This project is to be completed by the end of the semester. This gives Team C roughly 8 weeks to draft and approve the Requirements Analysis and Specification document.

**Constraint 2:** All team members are considered part-time for work done on this project. Since each member is assumed to work or be taking other classes at UAH, only 13% of each student’s daily schedule will be alotted towards completing this project.

**Assumption 1:** We assume that the customer acknowledges the above constraints, and that a working prototype will most likely not be produced.

# 7.0 Analysis Classes

Appendix A: Glossary

Appendix C: To Be Determined List