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| Room Booking System |
| User Guide |
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# Overview

## Introduction

The Room Booking System is designed to be an easy to use, scalable system for booking facilities, specifically school rooms. Its main overall features are customisability and inclusion of all users in the system, giving students restricted yet useful access to information usually only available to staff when using a traditional system.   
  
There are two main programs – the Server which is recommended to be run on a dedicated server machine, and the Client, which should run upon log-on on the standard computers used by students and staff around the school. The Clients connect to the Server and can then display and edit information on the system.  
  
The users are intended to be Teachers, Students, and Administrators. Each of these roles represents a degree of access to the system as well as the obvious “real-life” roles. An explanation of the system roles are given below.

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| User Type | Role |
| Student | View bookings and receive notifications of scheduled bookings taking place in the room they’re currently logged on in. |
| Teacher | Can create and edit their own bookings, as well as having all the capabilities of Students. Can receive emails notifying them about changes to their bookings etc. |
| Administrator | Can create and edit any bookings, have all the capabilities of a student, and can create and edit more core system entries, such as the Rooms and Periods that Bookings can take place in/during. |

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Server (Minimum)

2GB free hard drive space.  
2GB RAM.   
2GHz processor.  
Windows XP or above.   
.NET Framework 4 or above.

Client (Minimum)

500MB free hard drive space.  
1GB RAM.   
2GHz processor.  
Windows XP or above.   
.NET Framework 4 or above.

## Installation Instructions