

System Specification

Allround Manager

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1 Initial Situation and Goal

1.1 Initial Situation

Organizing an event involves a lot of organizational steps for the event leader. A non-exhaustive list of tasks could be

- When the event involves some trip a generally accepted destination has to be aligned
- Send invitations to all participants
- Keeping track of registrations or de-registration of participants
- Gathering information about the participants like home addresses, passport numbers, etc.
- Provisioning of information about the event for the participants, like the aim of the event, agenda, other participants, etc.
- bills of outstanding services like a prepayment for an event.

Currently, a wide variety of tools has to be used to accomplish the above-mentioned tasks.

- Most of the communication is done via WhatsApp or similar social media apps.
- Lists of participants, their status, etc. are organized via spreadsheets
- Outstanding bills must be paid with a payment slip or in cash.

The combination of different tools and a very decentralized way of organization makes it hard for the event organizer to stay on top of the things. More often than not these events struggle with late minute change or an announcement. This could be:

- meeting point of the event/journey.
- A date where the event takes place.

Doing these things may cause some troubles for the event organizer, like:

- when you have a lot of participants you may forget somebody

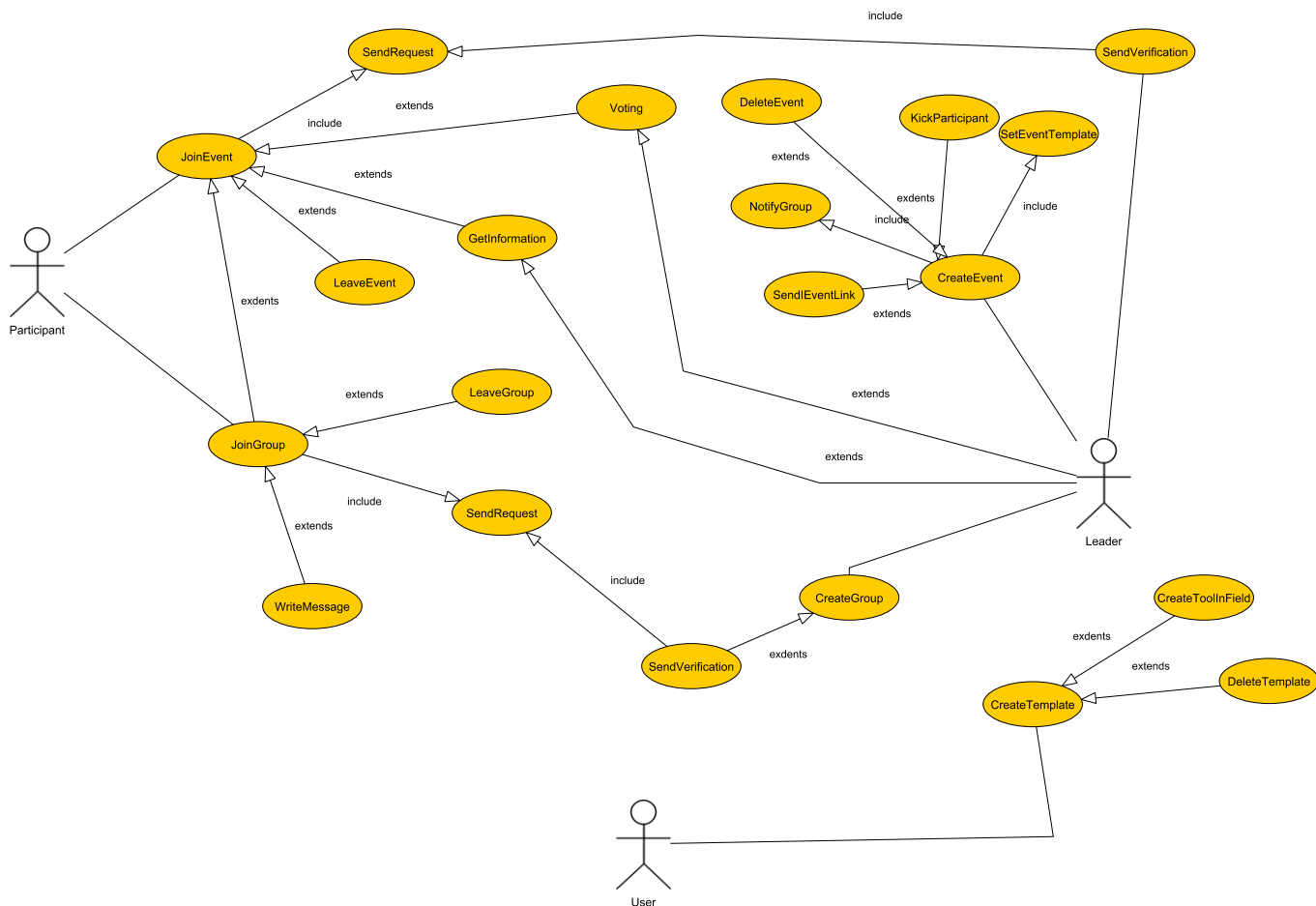
- When billing, for example, participants want to pay only from the location where they have entered.
- the leader must be every time available like: user wants to de-register or want to know many participants take part in the event.
- getting spammed by registrations in WhatsApp.

1.1.1 Application Domain

1.1.2 Glossary

1.1.3 Model of the Application Domain

1.1.4 Overview of the Business Processes



1.1.5 Description of the Business Processes

Triggering Event	
Result	
Contributors	

1.2 Goal Definition

The main goal is to create a software to speed up and simplify the process of organizing an event. We especially want to make it possible for people who doesn't have the opportunity to afford expansive software or an event manager.

2 Functional Requirements

2.1 Use-Case Diagrams

2.2 Use Case

2.3 Use Case Details

2.3.1 Characteristic Information

Superior business process	
Goal	
Precondition	
Postcondition	
Involved User	
Triggering Event	

2.3.2 GUI to call the use case

Input field	Valid inputs

2.3.3 Scenario for the standard use

Step	User	Activity

2.3.4 GUIs for the standard use

Input field	Valid inputs

2.3.5 Scenarios for non-standard uses

Step	User	Activity

2.3.6 GUIs for the non-standard uses

Input field	Valid inputs

2.3.7 Workflow

2.3.8 Open Points

3 Non-functional Requirements

4 Quantity Structure

5 System Architecture and Interfaces

6 Acceptance Criteria

7 Acceptance Criteria

8 References

9 List of Figures