Detail study and Analysis of Requirements elicitation of Virtual event platform :

Project Scope for a Virtual Event Platform:

1. User Management System: The platform will have a user management system that allows for the creation and management of different user roles, including attendees, organizers, speakers, and sponsors.
2. Event Creation: Organizers will be able to create and manage virtual events, including setting up agendas, speaker profiles, and schedules.
3. Live Broadcasting: The platform will support live broadcasting of events with audio, video, and screen sharing capabilities.
4. Interactive Features: Attendees will be able to interact with speakers and other attendees through Q&A sessions, chat rooms, and virtual networking.
5. Attendance Tracking: The platform will be able to track attendee participation and provide insights on event engagement.
6. Sponsorship and Monetization: The platform will provide opportunities for sponsors to engage with attendees, such as through sponsored sessions or advertising. The platform will also provide options for organizers to monetize their events.
7. Accessibility: The platform will be designed to be accessible and usable for individuals with disabilities, in accordance with relevant accessibility standards.
8. Security: The platform will ensure the security of all personal information and data shared by users, in accordance with relevant security standards.
9. Scalability: The platform will be able to handle a large number of attendees and events, and be able to easily scale up or down as needed.
10. Integration: The platform will be able to integrate with other tools and platforms, such as calendars, email, and social media.
11. User Experience: The platform will have an intuitive and user-friendly interface, with easy navigation and accessible features.
12. Analytics and Reporting: The platform will provide detailed analytics and reporting to help organizers understand their events' performance and make informed decisions.

This project scope defines the features and functionalities that will be included in the virtual event platform. Any additional features or requirements beyond the scope of this project will be considered out of scope and evaluated for inclusion in future phases or releases. The goal of this project scope is to clearly define the boundaries of the project and ensure that all stakeholders have a shared understanding of what is included in the virtual event platform.

Functional Requirements:

1. User management system to handle different user roles (attendees, organizers, speakers, sponsors).
2. Event creation and management features for organizers.
3. Live broadcasting capabilities for audio, video, and screen sharing.
4. Interactive features for attendees, such as Q&A sessions, chat rooms, and virtual networking.
5. Attendance tracking and engagement insights.
6. Sponsorship and monetization opportunities.
7. Integration with other tools and platforms (calendars, email, social media).
8. Analytics and reporting capabilities.

Non-Functional Requirements:

1. Accessibility and usability for individuals with disabilities.
2. Security of personal information and data.
3. Scalability to handle a large number of attendees and events.
4. User experience with an intuitive and user-friendly interface.

User Interface Requirements:

1. Easy navigation and accessible features.
2. Intuitive and visually appealing design.
3. Ability to customize event pages and branding.
4. Responsiveness across different devices.
5. Clear and concise information display.

These requirements will serve as the foundation for the design and development of the virtual event platform. By clearly defining the functional and non-functional requirements, and considering the user interface requirements, the platform can meet the stakeholders' goals and objectives while providing a seamless experience for attendees and organizers.

Use Cases for a Virtual Event Platform:

Level 0:

1. User Sign Up/Login: Allows users to sign up for an account on the platform or log in to an existing account.
2. Event Creation: Allows organizers to create new events, including setting up agendas, speaker profiles, and schedules.
3. Live Broadcasting: Allows events to be broadcasted live with audio, video, and screen sharing capabilities.
4. Interactive Features: Allows attendees to interact with speakers and other attendees through Q&A sessions, chat rooms, and virtual networking.
5. Attendance Tracking: Allows the platform to track attendee participation and provide insights on event engagement.

Level 1:

1. User Management: Allows for the creation and management of different user roles, including attendees, organizers, speakers, and sponsors.
2. Event Management: Allows organizers to edit and manage events, including changing agendas, speaker profiles, and schedules.
3. Live Q&A: Allows attendees to submit questions for speakers during live events and for speakers to respond in real-time.
4. Virtual Networking: Allows attendees to connect with other attendees through virtual networking sessions.
5. Sponsorship and Monetization: Allows sponsors to engage with attendees through sponsored sessions or advertising, and allows organizers to monetize their events.
6. Accessibility: Ensures that the platform is accessible and usable for individuals with disabilities, in accordance with relevant accessibility standards.
7. Security: Ensures the security of all personal information and data shared by users, in accordance with relevant security standards.
8. Scalability: Ensures that the platform can handle a large number of attendees and events, and can easily scale up or down as needed.
9. Integration: Allows for integration with other tools and platforms, such as calendars, email, and social media.
10. User Experience: Ensures an intuitive and user-friendly interface, with easy navigation and accessible features.
11. Analytics and Reporting: Provides detailed analytics and reporting to help organizers understand their events' performance and make informed decisions.

These use cases provide a high-level view of the functionalities that will be included in the virtual event platform. The level 0 use cases provide a summary of the core features, while the level 1 use cases provide more detail and depth on each functionality. These use cases will help guide the development and implementation of the virtual event platform and ensure that all stakeholders have a clear understanding of the functionalities included.

Preconditions and Postconditions for Virtual Event Platform Use Cases:

User Sign Up/Login:

Pre-condition: The user is not currently logged in to the platform.

1. Post-condition: The user has successfully signed up or logged in to the platform.

Event Creation:

Pre-condition: The organizer is logged in to the platform.

1. Post-condition: A new event has been created and is visible to attendees on the platform.

Live Broadcasting:

Pre-condition: The event is scheduled to start.

1. Post-condition: The event is being broadcasted live on the platform with audio, video, and screen sharing capabilities.

Interactive Features:

Pre-condition: The attendee is logged in to the platform and is viewing the live event.

1. Post-condition: The attendee can participate in live Q&A sessions and virtual networking with other attendees.

Attendance Tracking:

Pre-condition: The event is in progress.

1. Post-condition: The platform is tracking attendee participation and providing insights on event engagement.

User Management:

Pre-condition: The administrator is logged in to the platform.

1. Post-condition: The administrator has successfully created or edited user roles and permissions for attendees, organizers, speakers, and sponsors.

Event Management:

Pre-condition: The organizer is logged in to the platform and has access to the event.

1. Post-condition: The organizer has successfully edited or managed the event, including changing agendas, speaker profiles, and schedules.

Live Q&A:

Pre-condition: The attendee is logged in to the platform and is viewing the live event.

1. Post-condition: The attendee has successfully submitted a question for the speaker during the live event.

Virtual Networking:

Pre-condition: The attendee is logged in to the platform and is viewing the live event.

1. Post-condition: The attendee has successfully connected with other attendees through virtual networking sessions.

Sponsorship and Monetization:

Pre-condition: The sponsor is logged in to the platform.

1. Post-condition: The sponsor has successfully engaged with attendees through sponsored sessions or advertising, and the organizer has monetized the event.

Accessibility:

Pre-condition: The platform is being accessed by a user with disabilities.

1. Post-condition: The platform is accessible and usable for individuals with disabilities, in accordance with relevant accessibility standards.

Security:

Pre-condition: The user is sharing personal information or data on the platform.

1. Post-condition: The personal information and data shared by the user is secure and in accordance with relevant security standards.

Scalability:

Pre-condition: The platform is handling a large number of attendees and events.

1. Post-condition: The platform has successfully scaled up or down as needed to accommodate the number of attendees and events.

Integration:

Pre-condition: The platform is being integrated with other tools and platforms.

1. Post-condition: The platform has successfully integrated with other tools and platforms, such as calendars, email, and social media.

User Experience:

Pre-condition: The user is accessing the platform.

1. Post-condition: The user has a seamless and intuitive experience, with easy navigation and accessible features.

Analytics and Reporting:

Pre-condition: The event has ended.

1. Post-condition: The platform has provided detailed analytics and reporting to help the organizer understand the event's performance and make informed decisions.

Note: The pre and post conditions may vary based on the specific business rules, assumptions and challenges of the Virtual Event Platform.