A FIELD PROJECT REPORT ON

**ONLINE EVENT MANAGEMENT SYSTEM**

Submitted in partial fulfilment of the requirements for the award of the degree

**BACHELOR OF TECHNOLOGY**

in

**COMPUTER SCIENCE ENGINEERING**

Submitted by

|  |  |
| --- | --- |
| Lokya Lochana | 231FA04F97 |
| Thanuj krishna | 231FA04E50 |
| Sai Krishna | 231FA04E68 |
| Chaganti Dinesh | 231FA04E96 |
| Hemanth | 231FA04E91 |



Department of CSE

Vignan’s Foundation for Science, Technology and Research (Deemed to be University) Vadlamudi, Guntur, Andhra Pradesh-522213, India

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**CERTIFICATE**

This is to certify that the field project entitled “ONLINE EVENT MANAGEMENT SYSTEM” being submitted by Thanuj Krishna (Registration Number: 231FA04E50), Sai Krishna (Registration Number: 231FA04E68), Hemanth (Registration Number: 231FA04E91), Dinesh (Registration Number: 231FA04E96), and Lokya Lochana (Registration Number: 231FA04F97) in partial fulfilment of Bachelor of Technology in the Department of CSE, Vignan’s Foundation For Science Technology & Research (Deemed to be University), Vadlamudi, Guntur District, Andhra Pradesh, India, is a bonafide work carried out by them under my guidance and supervision.

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| **Head of the Department** | **Guide** |

**DECLARATION**

We hereby declare that our project work described in the field project titled “ONLINE EVENT MANAGEMENT SYSTEM” which is being submitted by us for the partial fulfilment in the department of CSE, Vignan’s Foundation for Science, Technology and Research (Deemed to be University), Vadlamudi, Guntur, Andhra Pradesh, and the result of investigations are carried out by us under the guidance of Mrs Ch. Swarna Lalitha.

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| --- | --- | --- |
| Lokya Lochana | 231FA04F97 | \_\_\_\_\_\_\_\_\_\_ |
| Thanuj Krishna | 231FA04E50 | \_\_\_\_\_\_\_\_\_\_ |
| Sai Krishna | 231FA04E68 | \_\_\_\_\_\_\_\_\_\_ |
| Dinesh | 231FA04E96 | \_\_\_\_\_\_\_\_\_\_ |
| Hemanth | 231FA04E91 | \_\_\_\_\_\_\_\_\_\_ |

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**IDENTIFICATION OF PROJECT DOMAIN**

Event management is a rapidly growing industry, encompassing corporate meetings, social gatherings, weddings, conferences, and entertainment events.

Traditionally, organizing an event involved multiple stakeholders, extensive manual coordination, and significant time investment.

The increasing demand for seamless event execution has led to the rise of online event management systems, which integrate various functionalities into a single platform.

The primary users of this system include:

* **Event Organizers**: Manage events, book vendors, and oversee execution.
* **Vendors**: Provide services such as catering, decorations, entertainment, and photography.
* **Attendees**: Register for events, receive updates, and provide feedback.

This project aims to develop a user-friendly, scalable, and feature-rich online event management platform that caters to various event types, ensuring a hassle-free experience for organizers and attendees.

### ****LITERATURE REVIEW TO ISOLATE PROBLEM****

* **Traditional Methods**: Event planning using spreadsheets, phone calls, and emails leads to inefficiency, miscommunication, and scheduling conflicts.
* **Standalone Event Management Software**: Many existing solutions focus on specific aspects, such as ticketing or budgeting, but lack an integrated approach.
* **Third-Party Vendor Booking Platforms**: These platforms provide vendor listings but do not offer end-to-end event management capabilities.

**Key Issues Identified**:

1. Lack of Automation: Manual processes increase errors and delays in decision-making.
2. Fragmented Solutions: Different tools for venue booking, guest management, and payment processing create confusion.
3. Limited Customization: Most existing platforms do not offer customizable event templates.
4. Inefficient Communication: Poor coordination between event planners, vendors, and attendees leads to mismanagement.
5. Budget Constraints: Many existing platforms charge high fees, making them unsuitable for small-scale events.

### ****PROBLEM DEFINITION****

The problem identified is the lack of an integrated, automated event management system that provides complete control over event planning while reducing manual workload.

**Proposed Solution**:  
The Online Event Management System aims to:

* Streamline event planning by providing a centralized platform.
* Automate venue booking and vendor selection based on availability, budget, and preferences.
* Enable online guest invitations and RSVP tracking for seamless guest management.
* Facilitate real-time collaboration between organizers, vendors, and attendees.
* Ensure secure online payments for booking venues, vendors, and ticket sales.
* Provide analytics and feedback mechanisms to evaluate event success.

### ****System Modules****

1. **User Management**: Registration, login, and role-based access control.
2. **Event Planning Dashboard**: Tools for scheduling, budgeting, and assigning tasks.
3. **Vendor Management**: Service listings, availability tracking, and booking confirmation.
4. **Guest Management**: Invitation automation, RSVP tracking, and guest check-in.

### ****SUBMISSION OF ABSTRACT****

The abstract of this project provides a concise summary of the Online Event Management System, including its purpose, scope, objectives, and expected outcomes.

**Abstract Content**:

* **Title**: Online Event Management System
* **Domain**: Web-Based Event Planning and Automation
* **Purpose**: To provide a user-friendly platform for event organizers to manage all aspects of an event efficiently.
* **Scope**: Applicable to corporate, social, and entertainment events, enabling smooth coordination between multiple stakeholders.
* **Objectives**:
  1. Reduce manual work and improve efficiency in event planning.
  2. Provide an automated booking system for venues and vendors.
  3. Enhance guest experience through seamless invitation and check-in processes.
  4. Offer real-time tracking and reporting of event progress.

This abstract serves as the foundation for the project proposal, ensuring a clear roadmap for development and implementation.

### ****PROJECT REVIEW 1****

The first review of the Online Event Management System focuses on assessing the project’s feasibility, design, and functionality.

**Review Checklist**:

1. **System Requirements Analysis**
   * Functional and non-functional requirements
   * User roles and access control
   * Hardware and software specifications
2. **Database Design and Architecture**
   * Entity-Relationship (ER) diagram
   * Table structure and relationships
   * Data flow and storage mechanisms
3. **User Interface Design**
   * Wireframes and prototype mockups
   * User experience (UX) enhancements
   * Navigation flow and responsiveness
4. **System Testing and Performance Evaluation**
   * Initial unit testing results
   * Load testing for handling multiple users
   * Security and data protection measures
5. **Feedback and Modifications**
   * Identifying gaps and making necessary improvements
   * Evaluating scalability for future upgrades
   * Ensuring compliance with industry standards

This review will guide the next phase of development, testing, and deployment to ensure a fully functional and efficient system.

### ****RESOURCES NEEDED****

The development of the Online Event Management System requires various software tools and frameworks.

**Programming & Development Tools**:

* **Front-end**: HTML, CSS, JavaScript, React.js/Angular.js
* **Back-end**: Node.js/Python (Django/Flask) or PHP
* **Database**: MySQL/PostgreSQL/MongoDB
* **Version Control**: GitHub/GitLab for collaborative coding

**Testing & Deployment Tools**:

* Postman (for API testing)
* Selenium/JUnit (for automated testing)
* Docker/Kubernetes (for containerized deployment)
* CI/CD Pipeline (Jenkins/GitHub Actions for automated deployment)

**Time & Project Management Tools**:

* Jira/Trello – Task management and sprint planning
* Slack/MS Teams – Team communication
* Google Drive/Notion – Document storage and sharing
* Zoom/Google Meet – Meetings and discussions

### ****SYSTEM DESIGN****

The system design phase focuses on creating a blueprint for the Online Event Management System, which outlines the architectural framework, components, and interactions. The design aims to ensure that the system meets the specified requirements while providing scalability, performance, and ease of use.

#### **Architectural Design**

The system adopts a **client-server architecture**, where the client interacts with the server through a web-based interface. The back-end handles logic, database management, and user requests, while the front-end provides a dynamic and responsive user interface.

#### **Component Design**

The core components of the system are:

* **User Management Module**: Responsible for user registration, login, and role-based access control.
* **Event Management Module**: Allows users to create, manage, and schedule events, as well as track event progress.
* **Vendor Management Module**: Provides vendor listings, manages bookings, and tracks vendor availability.
* **Guest Management Module**: Automates invitations, RSVP tracking, and guest check-in processes.
* **Payment Gateway Module**: Facilitates secure online payments for venue bookings, vendor services, and ticket sales.

#### **Database Design**

The database design utilizes a **relational database management system (RDBMS)** like MySQL or PostgreSQL. Key entities include:

* **Users**: Stores details about event organizers, vendors, and attendees.
* **Events**: Contains information about event schedules, locations, and participants.
* **Vendors**: Holds information about service providers and their offerings.
* **Bookings**: Tracks event-related bookings for venues and vendors.
* **Payments**: Stores payment details for transactions.

An **Entity-Relationship (ER) diagram** can be used to represent the relationships between these entities.

#### **User Interface Design**

The user interface (UI) is designed with a focus on user experience (UX), ensuring that users can easily navigate through the system. The UI is responsive and compatible with different devices (desktop, tablet, mobile). Wireframes and prototypes are used to visualize the layout and flow of the application.

#### **System Flow**

The system's flow can be illustrated through a **Data Flow Diagram (DFD)**, showing how data moves through the system from input (user actions) to output (event confirmations, vendor details, etc.).

### ****CONCLUSION****

The Online Event Management System aims to revolutionize event planning by providing a centralized platform that streamlines the management of events, vendors, guests, and payments. By automating and integrating various aspects of event planning, the system reduces human errors, improves coordination, and enhances the overall event experience for organizers and attendees alike.

Key features like real-time tracking, vendor management, and secure online payments are designed to cater to the growing demand for seamless event execution. With scalability and future upgrades in mind, the system offers long-term potential to support various event types and user needs.

In conclusion, this project provides an efficient solution to the challenges faced by event organizers, ensuring a smooth, hassle-free experience for all stakeholders involved.

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