**PROJECT PRELIMINARY**

**1. PROJECT VISION**

This project involves creating a digital check-in system for campus events that integrates with both the university's student identification database and payment processing system. The platform streamlines event attendance tracking while handling ticket verification and on-site purchases.

**2. PROJECT SCOPE**

The **Campus Event Check-In System** is a centralized digital platform designed to streamline the registration, payment, and attendance process for campus events. The system serves three main user roles which are **Student, Event Organizer, and University Admin**, with an integrated **Payment Gateway** to manage all financial transactions securely. Each role has distinct functions and access privileges to ensure a smooth and organized event experience.

**Core Functionalities:**

* **User Management:** Enables account registration, login, and role-based access. Profiles are securely maintained for each user.
* **Event Registration and Attendance:** Students can view upcoming events, register for them, and check in using their student id. Real-time identity verification is done using university records.
* **Payment Integration:** Students can make payments for event tickets or on-site purchases. The system verifies and processes payments securely via a payment gateway, and University Admin can resolve any payment issues.
* **Event Creation and Approval:** Event organizers can submit event requests, set event details, and manage event logistics. Events must be reviewed and approved by University Admins before going online.
* **Communication and Notification:** Event Organizers and University Admins can send announcements or system-generated notifications (e.g., registration confirmation, payment success, and reminders) to students.
* **Attendance Management:** Event Organizers can view and manage the list of attendees and generate attendance reports after each event.
* **System Monitoring and Reporting:** University Admins can monitor overall system activity, generate system-wide reports, and manage user accounts and roles.

**3. PROJECT GOALS**

**General Goals:**

* To provide a fast and secure way for students to check in to events using their student ID.
* To allow students to easily register for events, receive confirmations, and make online payments.
* To help event organizers manage everything in one place, from event setup to attendance tracking.
* To support university admins in monitoring system activity, approving events, and solving payment problems.
* To create clear and useful reports about event attendance, payments, and student engagement.

**Technical Goals:**

1. **Efficiency:** Reduce check-in time compared to manual processes
2. **Integration:** Connect with existing university student ID and payment systems
3. **Accuracy:** Achieve high accuracy in attendance tracking and payments
4. **Usability:** Create an intuitive interface requiring minimal training

**User-Specific Goals:**

* **For Students:** Easy event discovery, registration, payment, and check-in
* **For Event Organizers:** Streamlined event setup and attendee management
* **For University Admins:** Effective oversight of system activity and events

**Success Criteria:**

**i. Core Success Metrics:**

* System successfully processes check-ins faster than manual methods
* Accurate integration with student ID database for identity verification
* Secure and reliable payment processing
* High user satisfaction from students, organizers, and administrators
* System stability during peak event periods

**ii. Detailed Performance Metrics:**

* Quantifiable improvement in check-in processing speed
* Seamless integration with university systems
* Near-perfect accuracy in identity verification and payment processing
* Positive user feedback across all user groups