

Movie Theater System

Software Requirements Specification

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Group 5

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Revision History

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<05/27/24>	<Version 1>	<Group 5>	<First Revision>
<06/03/24>	<Version 2>	<Group 5>	<Second Revision> Added UML Diagram and Descriptions, Software Architecture Diagram and Descriptions, GitHub Accounts, Software Overview and Timeline.
<06/10/24>	<Version 3>	<Group 5>	<Third Revision> Improved version 1 and 2 based on the feedback. Added Test Plan Section

Document Approval

The following Software Requirements Specification has been accepted and approved by the following:

Signature	Printed Name	Title	Date
	<Your Name>	Software Eng.	
	Dr. Gus Hanna	Instructor, CS 250	

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1. Introduction

1.1 Purpose

The purpose of this Software Requirements Specification (SRS) is to provide a comprehensive description of the Movie Theater Ticketing System. This document is intended for use by software developers, project managers, and stakeholders involved in the development and deployment of the system. It will guide them in understanding the functional and non-functional requirements, the various use cases, and the overall system architecture. The document aims to ensure that the system meets the needs of theater administrators and customers, improving the efficiency of theater operations and enhancing the customer experience.

1.2 Scope

The Movie Theater system will allow theater administrators to manage movie showtimes, ticket bookings, and customer information. It will also enable customers to browse movie schedules, book tickets, and manage their bookings online. The system aims to streamline theater operations and improve the customer experience.

1.3 Definitions, Acronyms, and Abbreviations

- SRS: Software Requirements Specification
- UI: User Interface
- DB: Database
- Admin: Administrator

1.4 References

- IEEE 830-1998 Recommended Practice for Software Requirements
- All documents provided in the lecture

1.5 Overview

This SRS document is organized into several sections. The Introduction provides the purpose, scope, and references. The General Description section outlines the product's perspective, functions, user characteristics, constraints, and dependencies. The Specific Requirements section details the external interfaces, functional requirements, and use cases. The System Overview includes UML class design, descriptions, software architecture diagrams, and the development plan. Finally, the Test Plan outlines the test cases for verification and validation.

2. General Description

This section of the SRS should describe the general factors that affect the product and its requirements. It should be made clear that this section does not state specific requirements; it only makes those requirements easier to understand.

2.1 Product Perspective

The Movie Theater Ticketing System is a web application designed to replace manual booking systems in theaters. It will integrate with existing payment gateways, support multiple theaters, and provide a seamless user experience for both administrators and customers.

2.2 Product Functions

- Schedule movies
- Manage ticket bookings
- Handle customer information
- Generate reports on sales and occupancy

2.3 User Characteristics

- Administrators: Manage movies and showtimes, require administrative access.
- Cashiers: Handle ticket sales and customer queries, require cashier-level access.
- Customers: View movie listings, book and cancel tickets, manage personal information.

2.4 General Constraints

- The system must integrate with existing payment gateways.
- It should be compatible with common web browsers and mobile devices

2.5 Assumptions and Dependencies

- Users have basic computer literacy.
- The theater has reliable internet access.
- Payment gateway services are operational.

3. Specific Requirements

3.1 External Interface Requirements

3.1.1 User Interfaces

- The user interface for this website will be constructed using something like JavaScript/React. Users will be able to search for movies, filter movies by genre and title. Users will be able to select movies with available showtimes, and buy tickets for said movies, selecting where they want to sit.

3.1.2 Hardware Interfaces

- Working mouse and keyboard to click on buttons select movies and a keyboard to search for movies and input payment information.

3.1.3 Software Interfaces

- a Data Management System for storing user account information
- Integrate Paypal, to make purchases easier.

3.1.4 Communications Interfaces

The system shall use secure protocols for all data transmissions.

3.2 Functional Requirements

This section describes specific features of the software project. If desired, some requirements may be specified in the use-case format and listed in the Use Cases Section.

3.2.1 <User should be able to create accounts on the website, and account data should be stored and secured>

3.2.1.1 Introduction: The system will let user be able to create accounts on the website in order to purchase tickets

3.2.1.2 Inputs: Inputs include email, username, and password. Username shall be 3-20 characters, password shall be around 8 to 48 characters. Username and password will be letters, numbers, and basic symbols such as (, . : ; * & _). Usernames will be unique (only one person will be allowed to have a specific username).

3.2.1.3 Processing: The data above shall be processed and stored in the database.

3.2.1.4 Outputs: The account will have been created.

3.2.1.5 Error Handling: If the username is not unique or uses an illegal character, prevent the creation of the account and prompt the user to pick another username.

3.2.2 <Available movies and showtimes will be shown and cataloged on the website. >

3.2.2.1 Introduction: The system will contain available movies cataloged on the website, with available showtimes.

3.2.2.2 Inputs: Click on a movie to view details and view available showtimes.

3.2.2.3 Processing: The system will access the webpage/information for the movie that was clicked on.

3.2.2.4 Outputs: The movie's details and showtimes will be displayed.

3.2.2.5 Error: If the movie's details are not available, redirect to a webpage that displays "This movie is not yet available."

3.3 Use Cases

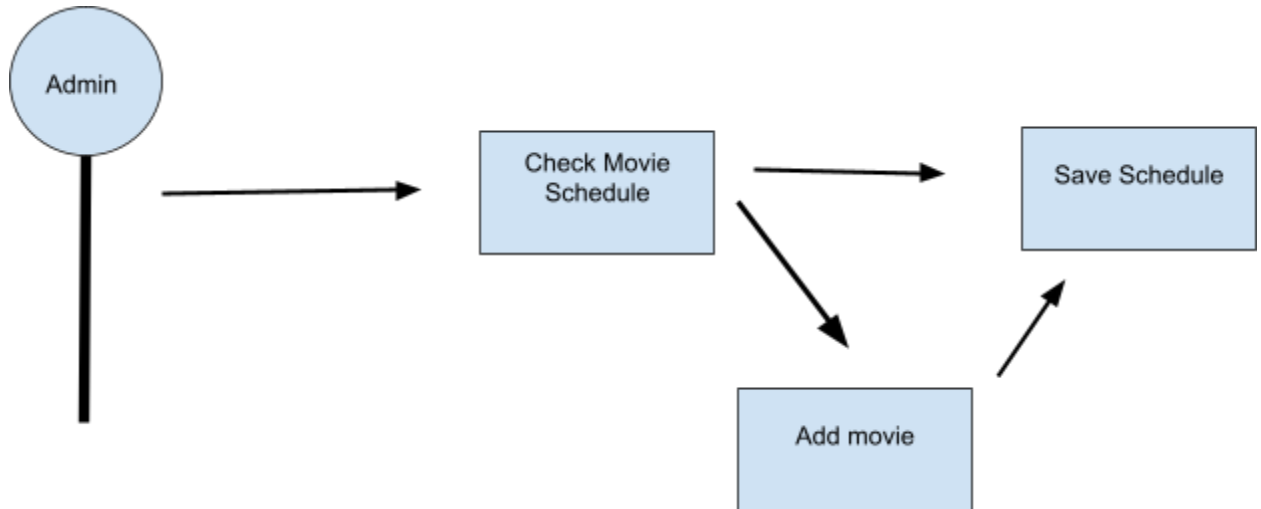
3.3.1 Use Case #1: Schedule Movie

- Actors: Administrator
- Description: The administrator adds a new movie schedule to the system.
- Preconditions: The administrator is logged in to the website.
- Postconditions: The new movie schedule is available for customers to view and book.

Administrator navigates to the scheduling section.

Administrator enters movie details and showtime.

Administrator saves the schedule.



3.3.2 Use Case #2: Book Ticket

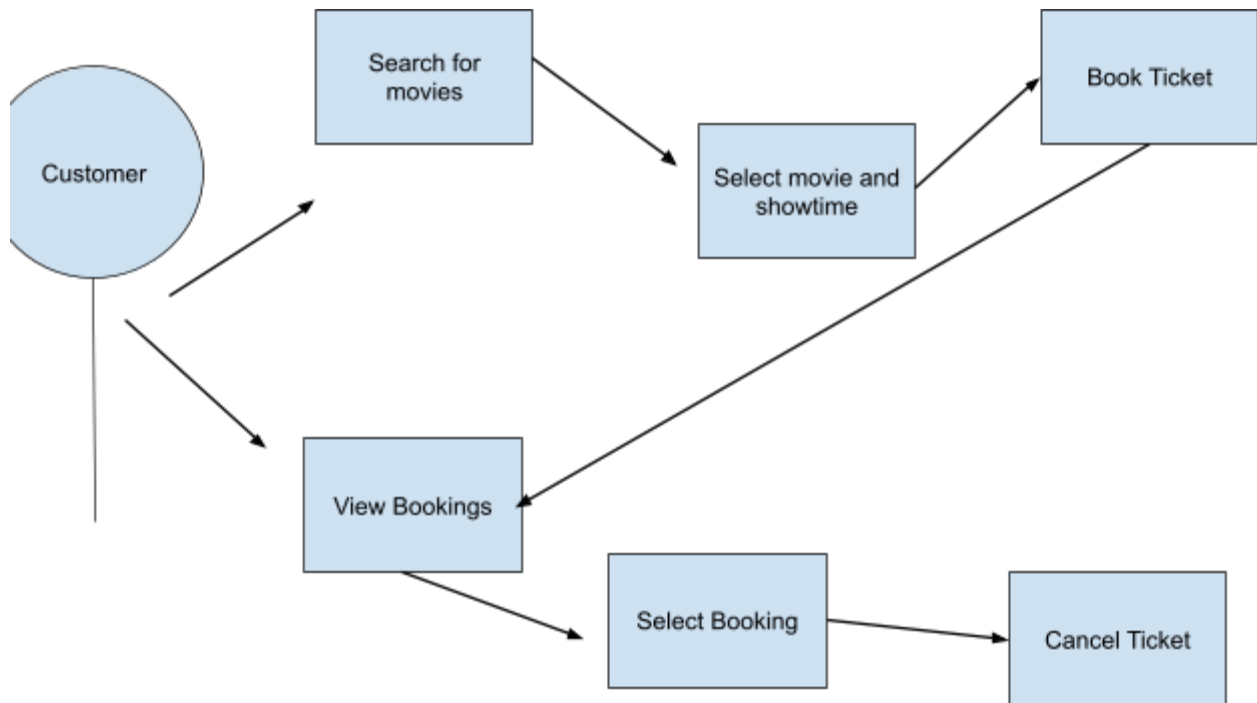
- Actors: Customer
- Description: A customer books a ticket for a movie.
- Preconditions: The customer is registered and logged in.
- Postconditions: The ticket is reserved, and the customer receives a confirmation.

1. Customer searches for the movie.
2. Customer selects a showtime.
3. Customer enters payment details.
4. System confirms booking.

3.3.3 Use Case #3: Cancel Ticket

- Actors: Customer
- Description: A customer cancels a previously booked ticket.
- Preconditions: The customer is logged in and has a valid booking.
- Postconditions: The booking is canceled, and the seat is available for others.

1. Customers navigate to their bookings.
2. Customer selects the ticket to cancel.
3. System processes the cancellation.



3.4 Classes / Objects

3.4.1 Book Ticket

Attributes:

- Username: The username of the account that purchased the ticket
- Movie: The movie being booked
- Seat: What seat was booked
- Date of Movie: The date the movie is playing
- Price: The price of the ticket
- Purchase Details: The purchase details, to identify the specific purchase.
-

Functions:

- startBooking(): make a new booking
- getPrice(): Get and calculate the price of the ticket
- confirmBooking(): Confirm the booking of the ticket
- getDetails(): get the details of the booking.

3.4.2 Movie

Attributes:

- movie: The name of the movie

- genre: the genre of the movie
- cast: the cast of the movie
- rating: the age rating of the movie
- synopsis: what the movie is about

Functions:

- createMovie() - create movie with all the details;
- updateMovie() - update an existing movies details
- getMovieDetails() - get the details of the movie

3.5 Non-Functional Requirements

3.5.1 Performance

The system will be designed to perform 90% of user requests within 1-2 seconds, and create bookings within 3 seconds.

3.5.2 Reliability

The system will be designed to keep backups of user data and the catalog of movies in order to maintain reliability. Any errors that occur during the operation of the system will be handled within one hour - two hours.

3.5.3 Availability

The system shall be available at all times, except for when the website needs full maintenance.

3.5.4 Security

The system will be designed in a way so that user account data is secure in the database. Since we are dealing with account data and payment information, we will prioritize a high level of security in our system to prevent sensitive data being stolen.

3.5.5 Maintainability

The system will be designed with maintainability in mind to ensure it can be easily updated and modified as needed. Specific metrics and criteria for maintainability include:

- **Modular Design:** The system will be built using a modular architecture, allowing individual components to be updated or replaced without affecting the entire system.
- **Code Documentation:** Comprehensive documentation will be provided for all code, including inline comments and detailed descriptions of functions and modules, to facilitate understanding and modifications by future developers.
- **Version Control:** The system's codebase will be managed using a version control system (e.g., Git), enabling tracking of changes, rollbacks, and collaborative development.
- **Error Logging:** Implement robust error logging to help diagnose and address issues quickly.
- **Testing Framework:** Use a testing framework to ensure that updates do not introduce new bugs. Regular automated tests will be run to verify the integrity of the system.
- **Scalable Architecture:** Design the system architecture to accommodate future growth, including the potential addition of new features and increased user load.

The team will follow best practices for software development and maintenance to ensure the system remains reliable and functional over time.

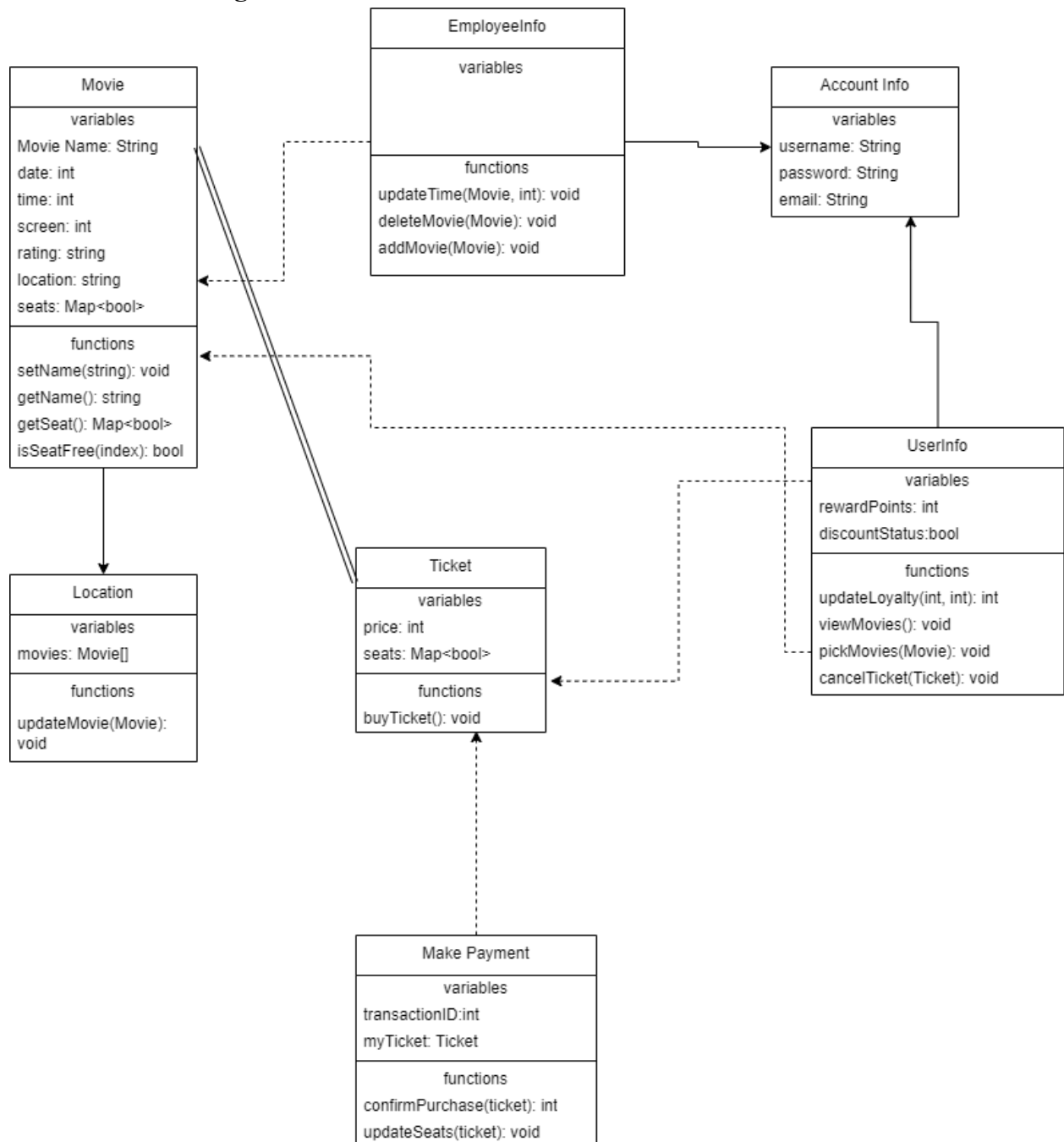
3.5.6 Portability

The system will be designed to work and be accessible on common web browsers.

4. System Overview

The Movie Theater Ticketing System is designed as a web application to facilitate movie ticket booking for customers and to streamline theater management operations. The system will allow users to browse movie listings, book tickets, manage their bookings, and make payments online. Administrators will be able to manage movie schedules and handle customer information. The overall workflow involves various interactions between the user interface, backend services, and databases.

4.1 UML Class Design



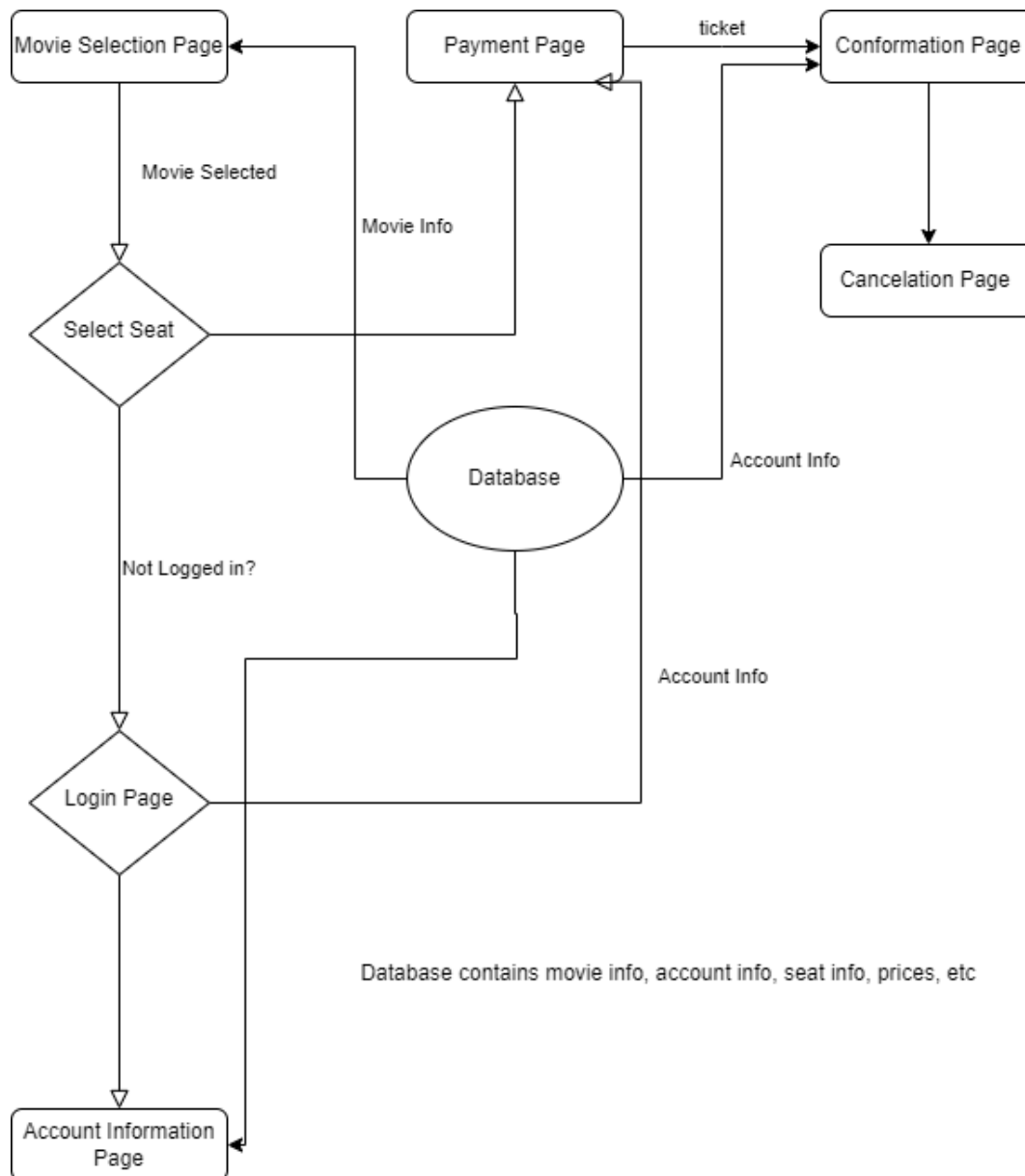
4.2 UML Class Design Descriptions

The above diagram shows our class diagram, consisting of 7 classes. This section will go in depth of each class and their variables and parameters. The Movie Ticket Booking System is designed to manage and facilitate the various operations involved in booking movie tickets. This

system encompasses several key classes, each responsible for different aspects of the process, from managing movie details and user accounts to handling ticket purchases and payments.

1. The Movie class contains variables, relevant details that are needed for a movie. This includes, of course, the movie name (string), the date(int), time(int), rating(int), etc. of a given movie. This class contains simple functions such as a setter and getter for the movie name, getSeat(), a boolean function isSeatFree() to check if a seat is available.
2. The Location class simply contains a list of movies available at a current location, and a function, updateMovie(Movie) to update the movies at a given location.
3. The EmployeeInfo class is responsible for managing the details and operations related to employees who handle movie data. This class contains various functions to update, delete, and add movies. Specifically, it includes the following functions:
updateTime(Movie, int) : void is the function that updates the time of a specified movie.
deleteMovie(Movie) : void is the function that deletes a specified movie from the system.
addMovie(Movie) : void is function adds a new movie to the system.
4. The Account Info class manages the login credentials of the users. It contains variables that store the username, password, and email address of the account holder: username : String is the username of the account holder. password : String is the password associated with the account. email : String is the email address linked to the account.
5. The Ticket class manages the details related to a movie ticket. This includes the ticket price and a map representing the availability of seats. The class includes a function to buy a ticket: price(int) is the price of the ticket. seats : Map<bool> is a map indicating the availability of seats. buyTicket() : void is the function that facilitates the purchase of a ticket.
6. The UserInfo class manages user-related details and operations. It includes variables to store the user's reward points and discount status. Additionally, it provides several functions for user operations: rewardPoints : int is the reward points accumulated by the user. discountStatus : bool is the discount status of the user. updateLoyalty(int, int) : int is the function that updates the user's loyalty points. viewMovies() : void allows the user to view available movies. pickMovies(Movie) : void enables the user to select a movie. cancelTicket(Ticket) : void allows the user to cancel a ticket.
7. The Make Payment class handles the payment process for purchasing tickets. It includes variables to store the transaction ID and the ticket associated with the transaction. The class also provides functions to confirm the purchase and update seat availability: transactionID : int: is the ID of the transaction. myTicket : Ticket is the ticket associated with the transaction. confirmPurchase(ticket) : int to confirm the purchase of a ticket and returns a transaction ID. updateSeats(ticket) : void to update the seat availability after a purchase.

4.3 Software Architecture Diagram



4.4 Software Architecture Diagram Descriptions

The above diagram shows the components of the movie theater ticketing system and how they interact with each other. The user interacts with the movie theater ticketing system through a webpage and the webpage changes based on user input and user data.

1. User Interface:

- Users interact with the system through a web application.
- The interface allows users to search for movies, book tickets, and manage their accounts.

2. Backend Services:

- Handles business logic, data processing, and interactions between the user interface and databases.
- Includes services for user authentication, movie management, booking management, and payment processing.

3. Database:

- Stores user information, movie details, booking records, and payment transactions.
- Ensures data integrity and supports query operations for retrieving and updating information.

4. Payment Gateway:

- Integrates with external payment services (e.g., PayPal) to handle financial transactions securely.
- Ensures that payment data is processed and stored in compliance with security standards.

Data Flow:

- Users send requests via the web interface.
- The backend processes requests, interacts with the database, and integrates with the payment gateway as needed.
- Responses are sent back to the user interface for display.

Architectural Patterns:

- The system follows a Model-View-Controller (MVC) pattern to separate concerns and facilitate maintenance and scalability.
- Uses RESTful APIs for communication between the frontend and backend.

4.5 Development Plan

Nhu Vo:

- Create Movie Selection Page (~2 weeks)
- Retrieve movie info from database (~1 week)
- Send user to login page or payment page (~1 week)

Sushil Rawtani:

- Create Payment Page (~2 weeks)
- Retrieve account and movie info (~1 week)
- Send user to confirmation page (~1 week)

Adrian Arguelles:

- Create Database (~2 weeks)
- Create Login Page (~1 week)
- Send user to account information page and payment page (~1 week)

5. Test Plan

This section contains our test plan for verification and validation. This test plan will include methods, different types of tests, and ten test cases to be executed to ensure the system meets its functional and nonfunctional requirements.

5.1 Introduction to Test Plan

The test plan aims to ensure that all features and functionalities of the Movie Theater Ticketing System are thoroughly tested. The tests will cover various aspects of the system, including unit tests, functional tests, and system tests. Each test will be designed to validate specific features and to identify any potential issues or failures.

5.2 Test Methodology

The test strategy includes both the verification and validation processes:

Verification includes:

Analysis of requirements, design, and code

Validation includes:

Testing including the three granularities: unit, functional, and system.

5.3 Test Cases Samples

Test Set #1(Functional): Registration and Login

Test Case 1: Registration for a new user

Description: Verify that a new user can make an account on the website.

Prerequisites:

- 1) Have access to the registration page
- 2) Test data for a new user, including valid email, password, and username

Test Steps:

- 1) Navigate to the registration page
- 2) Enter email, password, and username
- 3) Click Create Account Button
- 4) Send an email to the email provided, and provide a link to confirm the email address
- 5) Redirect to email confirmation page from the link provided.

Expected Result:

- 1) The user receives an email that redirects them to the confirmation page
- 2) The user is automatically logged in with their newly created account'

Test Case 2: Logging into an existing account.

Description: Verify that an existing user can login to the website.

Prerequisites:

- 1) Have access to the login page
- 2) An existing user account with valid credentials (username and password).

Test Steps:

- 1) Navigate to the movie ticketing website's login page.
- 2) Enter the valid username in the username field and valid password in the password field.
- 3) Click the Login button.
- 4) Redirect to the home page, with a small window on the side saying successfully logged in.

Expected Result:

- 1) The user is successfully logged in.
- 2) The user is redirected to the home page.

Test Set #2(Functional): Booking Tickets**Test Case 3: Book a Ticket**

Description: Verify a user can book a ticket

Prerequisites:

Have access to the movie selection page
Must be logged into the website.

Test Steps:

- 1) Navigate to the movie ticketing website's movie selection page
- 2) Select any movie available.

- 3) Click on available showtimes for movie
- 4) Select a showtime
- 5) Choose seats
- 6) Purchase Ticket
- 7) View ticket details

Expected Result:

- 1) The ticket is successfully purchased
- 2) The user receives a confirmation email with booking details.

Test Set #3 (Functional): Managing Bookings

Test Case 4: Cancel a Booking

Description: Verify that a user can cancel a previously booked ticket.

Prerequisites:

- 1) The user must be logged in.
- 2) The user must have an existing booking.

Test Steps:

- 1) Navigate to the user's booking page.
- 2) Select the booking to cancel.
- 3) Click the "Cancel Booking" button.
- 4) Confirm the cancellation.

Expected Result:

- 1) The booking was successfully canceled.
- 2) The user receives a confirmation email of the cancellation.
- 3) The seat is marked as available.

Test Case 5: View Booking History

Description: Verify that a user can view their booking history.

Prerequisites:

- 1) The user must be logged in.
- 2)

Test Steps:

- 1) Navigate to the user's account page.
- 2) Click on the "Booking History" link.
- 3) View the list of past bookings.

Expected Result: The user sees a list of their past bookings with details such as movie name, showtime, and seat number

GitHub Accounts

Nhu Vo: <https://github.com/nhuvo931/CS250>

Sushil Rawtani: <https://github.com/srawtani6872/Movie-Theater-CS-250>

Adrian Arguelles: <https://github.com/aarguelles207/cs250-movie-theater-system/>

