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INFORMAČNÍCH
TECHNOLOGIÍ
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Event Planner

Analysis

Documentation of a project for the purpose of the course BIE-SI1.

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1. Specification

Our goal is to create an app to make it easier for people to create, manage and organize events.
How we will make it easier?
We create a web app through which the users will be able to invite their friends and manage the event organization.

This app is a tool that allows users to create dedicated chat and page for their events. On each of your event pages, guests can learn more, RSVP, and interact with organiser and other guests.

The user can register, create or attend an event that he/she was invited to. The organizer can invite a person that is not registered on the webpage, guests will be invited through email and SMS.

2. Business Process Model

Two business process models, for guest and organizer.

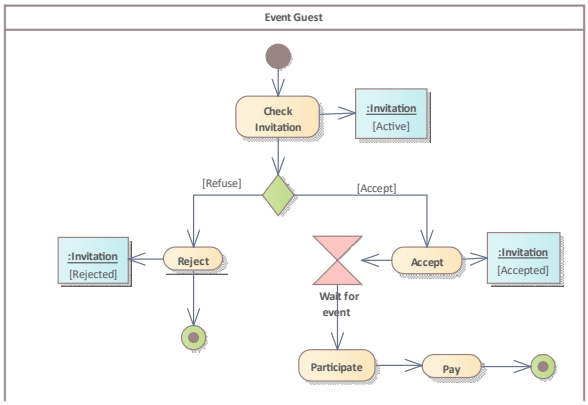

Figure 1 - Guest Diagram

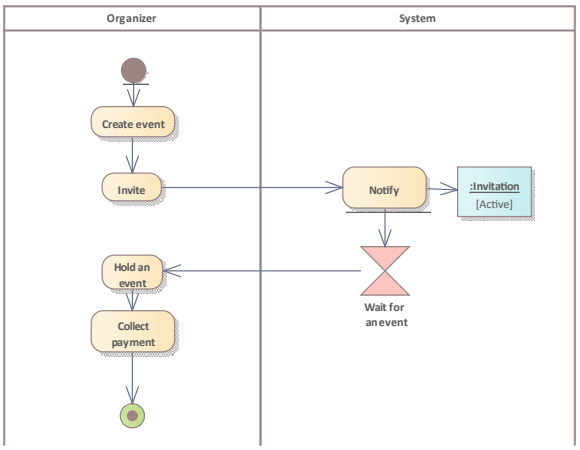

Figure 2 - Organizer Diagram

2.1 Event Guest

Receives invitation to event.
Takes part in event(or does not).
Pays for participation.

2.1.1 Accept

Invited person accepts invitation and is added to a guest list.

2.1.2 Check Invitation

Invited person decides whether he/she wants to attend an event.

2.1.3 Participate

Guest participates in an event.

2.1.4 Pay

Guest pays for an event.

2.1.5 Reject

Invited person rejects invitation. Does not visit an event and is not added to a guest list.

2.1.6 Wait for event

Guest waits for the start of an event.

2.2 Organizer

Organizes event. Invites people. Holds an event. Collects payments.

2.2.1 Collect payment

Organizer collects payment from guests.

2.2.2 Create event

Organizer creates an event. Gives it name, description, price, capacity, etc.

2.2.3 Hold an event

Organizer holds an event.

2.2.4 Invite

Organizer decides who to invite.

2.3 System

Sends invitations. Checks invitation and event deadlines.

2.3.1 Notify

System notifies(sends email) invited people.

2.3.2 Wait for an event

System waits for the start of an event. When event starts, invitations that were not accepted are canceled.

3. Requirements

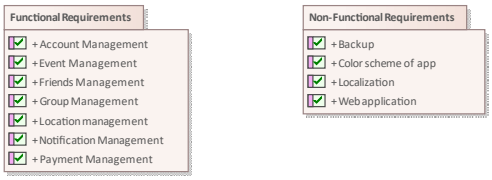

Figure 3 - Requirements

Functional and non-functional requirements diagram.

3.1 Functional Requirements

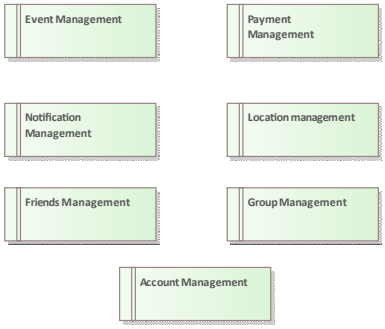

Figure 4 - Functional Requirements

Functional requirements diagram.

3.1.1 Account Management

1. Change account information
2. Change password

3.1.2 Event Management

1. Keep record/info of event
2. Guest list.

3.1.3 Friends Management

1. Add/Remove a friend.
2. Store information about user's connections/friends.
3. Managing/Updating user's friends list.

3.1.4 Group Management

1. Create/Delete a group.
2. Store information about the group .
3. Managing/Updating group's content/list.

3.1.5 Location management

1. Choose location
2. Change location
3. Add location

3.1.6 Notification Management

1. Notifies invited guests
2. Notifies guests about changes
3. Notify who will participate

3.1.7 Payment Management

1. Deposit money
2. Mark payments as paid or not
3. List of people who should pay for participation

3.2 Non-Functional Requirements

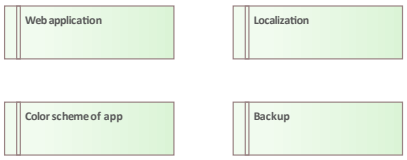

Figure 5 - Non-Functional Requirements

Non-functional requirements diagram.

3.2.1 Backup

Save information from time to time.

3.2.2 Color scheme of app

Change color scheme of app, according to user preferences.

3.2.3 Localization

Application is in several languages.

3.2.4 Web application

Can be accessed through web page

4. Use Case Model

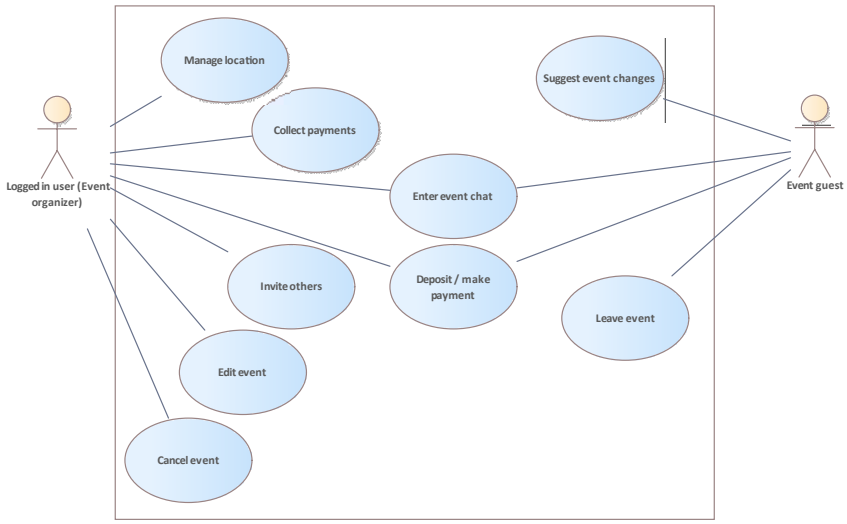

Figure 6 - Use Case Model with Activity Diagram

Use case model of an organizer and an event guest.

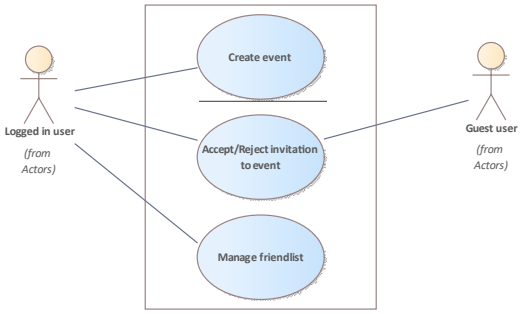

Figure 7 - User Use Case Model

4.1 Accept/Reject invitation to event

Logged in user or a guest user may be invited to an event. Can accept or reject an invitation.

4.2 Cancel event

Cancels event

4.3 Collect payments

Collects payment from guests. Mark payments as done/not done.

4.4 Create event

Logged in user can create and manage an event.

4.5 Deposit / make payment

Set amount of money person gave to an organizer for future events.
When guest visits and event organizer subtracts from guest deposited money or guest can pay after event if no money was deposited.

4.6 Edit event

Change event details(date, location, time).

4.7 Enter event chat

Use event chat to communicate with an organizer and other guests.

4.8 Invite others

Invites more people to an event.

4.9 Leave event

Do not go to event.

4.10 Manage location

Able to change, add or remove location.

4.11 Actors

Contains Actors that represent the roles that users play with respect to the system.

4.11.1 Guest user

Not registered user. Can only accept invites and participate in event. No event creation for him.

4.11.2 Logged in user

User who created an account and logged in.

4.11.3 Logged in user (Event organizer)

1. Can create, cancel, and edit event.
2. Responsible for payment management.
3. Can use chat.
4. System notifies about all the changes.
5. Can invite others.

4.11.4 Event guest

1. Can accept/reject invitation.
2. System notifies other event participants.
3. Pays
4. System accepts payments.
5. Can suggest changes / leave event.
6. Is able to use chat.
7. Can request to add someone.

4.12 Use Cases

Contains Use Case that represent the value or goal that the Actors wish to achieve.

4.12.1 Suggest event changes

Offer changes for event(date, time, location, etc.).

4.12.2 Create event

Creates event.
Add description.
Choose location.
Set capacity.
Invite people.
Set price.

Basic Path: Basic Path

1. User Step One
2. System Step One
3. User Step Two
4. System Step Two

5. User Step Three
6. System Step Three

Alternate: Alternate Path A

1. Uset Step A One
2. System Step A One

5. Domain Model

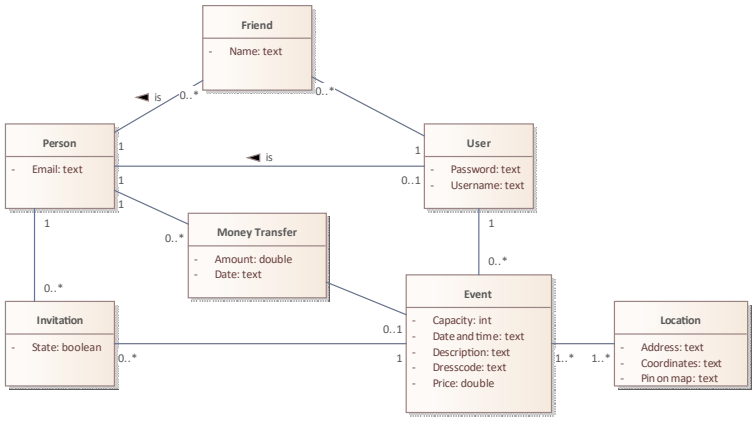

Figure 8 - Domain Model

Domain model of an event planning app.

5.1 Event

Event is organized by user. Has a description.

Attribute title	Description
Capacity	How many people can attend an event
Date and time	Date and time of an event
Description	Description of an event
Dresscode	What to wear to an event
Price	Price of whole event

5.2 Friend

Each person or user has a friend list, which can be empty.

Attribute title	Description
Name	Name of a friend

5.3 Invitation

Person receives invitation to an event. Can accept or reject.

Attribute title	Description

Attribute title	Description
State	State of invitation(accepted/rejected)

5.4 Location

Location of the event. Event may have several locations.

Attribute title	Description
Address	Address of event location
Coordinates	In case event is organized not in town, coordinates might be used
Pin on map	Can pin the location of an event

5.5 Money Transfer

Each person can mark down if he paid for the event to an organizer

Attribute title	Description
Amount	Amount guest should pay to an organizer
Date	When guest should pay to an organizer

5.6 Person

Person may be invited. Can create a user account and create events.

Attribute title	Description
Email	Email of a person

5.7 User

Creates events, invites people, attends events.

Attribute title	Description
Password	User password used to log in
Username	Username used to log in

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