Software Requirements Specification
(Clubzz Flutter App)

Introduction:

Purpose of this document:-

The purpose of this document is to provide a detailed description of the requirements for the development of the Flutter app, which is designed to provide a platform for organizing and managing events. This document will serve as a reference for developers, and stakeholders involved in the project.

Scope of this document:-

The scope of this document is to outline the main features and functionalities of the app, along with the requirements for its successful implementation. The document will provide an overview of the app, including its main objectives and user characteristics. It will also cover the time required to complete the project.

Overview:-

The Flutter app is designed to be a centralized-hub for organizing and managing events. The app will provide a platform for students and clubs in a college to create and manage events, and for users to register and attend these events. The app will provide an easy-to-use interface for users to browse events, register for them, and learn about upcoming events. The app will also provide a platform for clubs to promote their events and reach a wider audience.

General Description:

The event management system is a mobile application designed for the students of the college. The application aims to provide a platform to view and organize events that are taking place in the college. The users of the application include students and club administrators. The application will be accessible to all users via mobile devices. The users will be able to register on the platform and will have access to different functionalities according to their role. The application will be designed to be user-friendly and easy to navigate.

Functional Requirements:

User Registration: The system shall allow users to register by providing basic information such as name, email address, and phone number.

User Login: The system shall allow registered users to log in to the application by providing their username and password.

Event Creation: Club administrators shall be able to create events by providing event details such as name, date, time, and location.

Event Registration: Users shall be able to register for events by selecting the event from the list of available events.

Event Management: Club administrators shall be able to view and manage events created by them. They shall be able to view the number of users registered for the event and update the event details if necessary.

Event Search: Users shall be able to search for events by name, date, and category.

Notification: Users shall receive a notification when an event is created, updated, or canceled.

Feedback: Users shall be able to provide feedback on events they have attended.

Interface Requirements:

The app should be compatible with Android and iOS platforms.

The app should have a user-friendly interface and navigation.

The app should be able to communicate with the server to fetch and update data.

Performance Requirements:

The app should load quickly and respond to user interactions without delay.

The app should be able to handle a large number of users and events without any performance issues.

The app should be able to run smoothly on devices with low memory and processing power.

Design Constraints:

The app should be developed using the Flutter framework.

The app should be designed to be compatible with the latest version of Android and iOS platforms.

The app should be designed to be scalable and modular to accommodate future changes.

Non-Functional Attributes:

Security: The app should be designed to ensure data security and user privacy.

Portability: The app should be designed to be portable across different devices and platforms.

Reliability: The app should be designed to be reliable and free from crashes and errors.

Reusability: The app should be designed to reuse components and modules wherever possible.

Scalability Capacity: The app should be designed to accommodate future growth and expansion.

Preliminary Schedule and Budget:

The development of the event management system will take approximately 1 month and will require a budget of $10. The development team will consist of 4 developers . The project head will be responsible for overseeing the development process and ensuring that the project is completed within the allotted time and budget.