



EVENT MANAGEMENT PRESENTATION

Group - 11

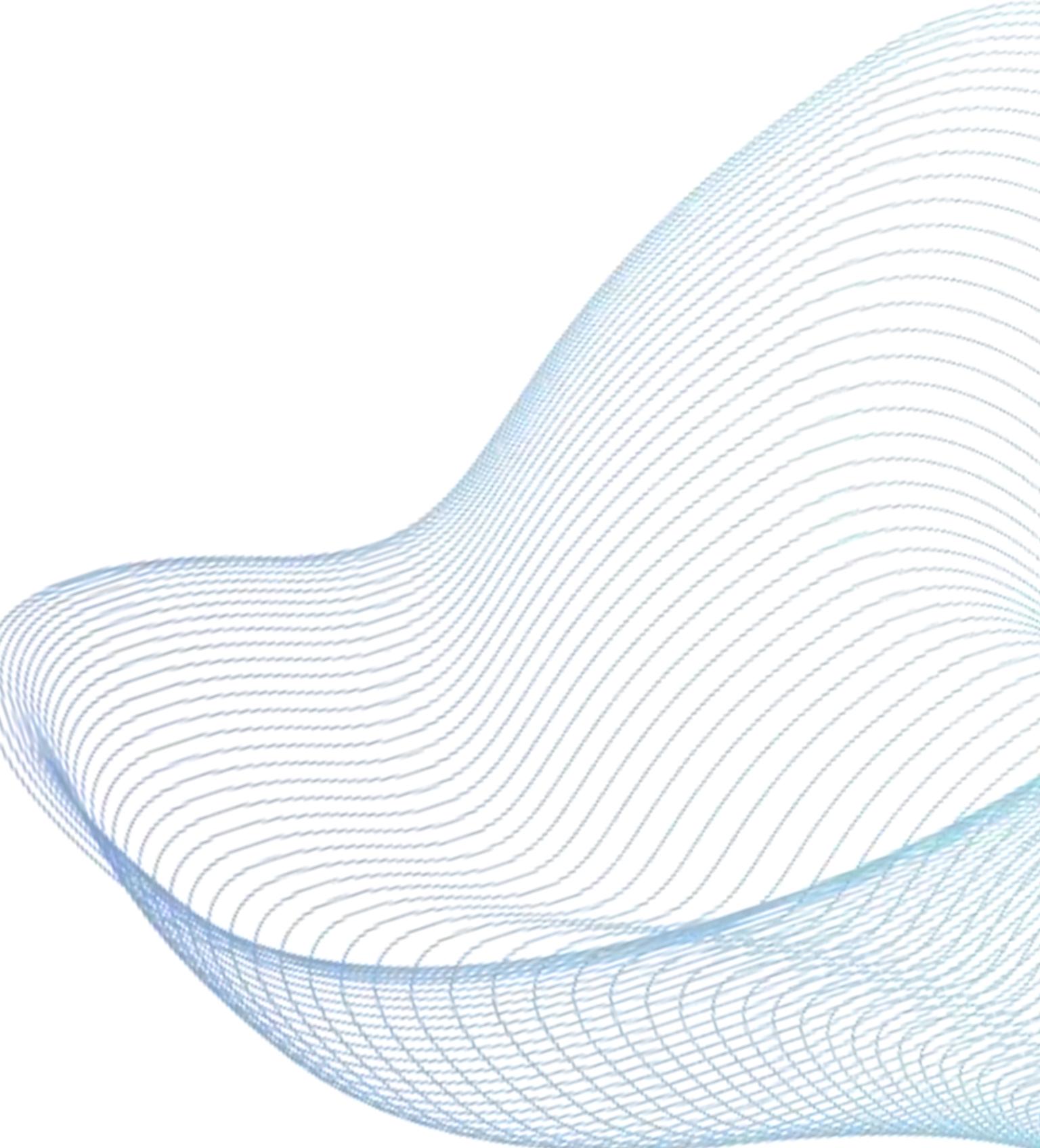


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PROJECT OVERVIEW

Our Event Management System project was designed as a documentation-focused assignment where the main goal was to create all professional planning, analysis, and design documents required for a fully developed system. Instead of building a working application, we concentrated on producing the project charter, requirements, user stories, ERD, test plan, GitHub repository, and Basecamp roadmap. Basecamp played a central role in organizing tasks, scheduling milestones, and ensuring collaboration across the team. All project deliverables were stored in a structured GitHub repository, allowing easy review and version management.

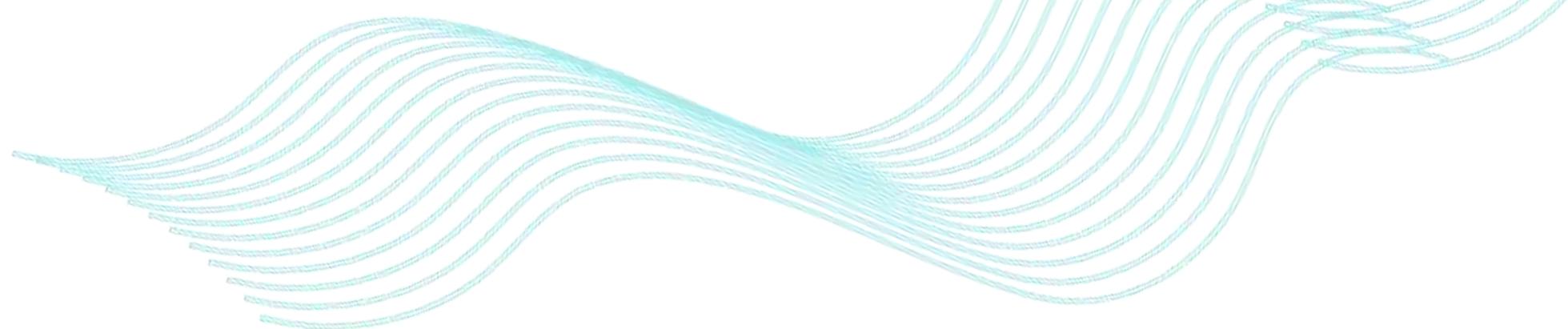


OBJECTIVES

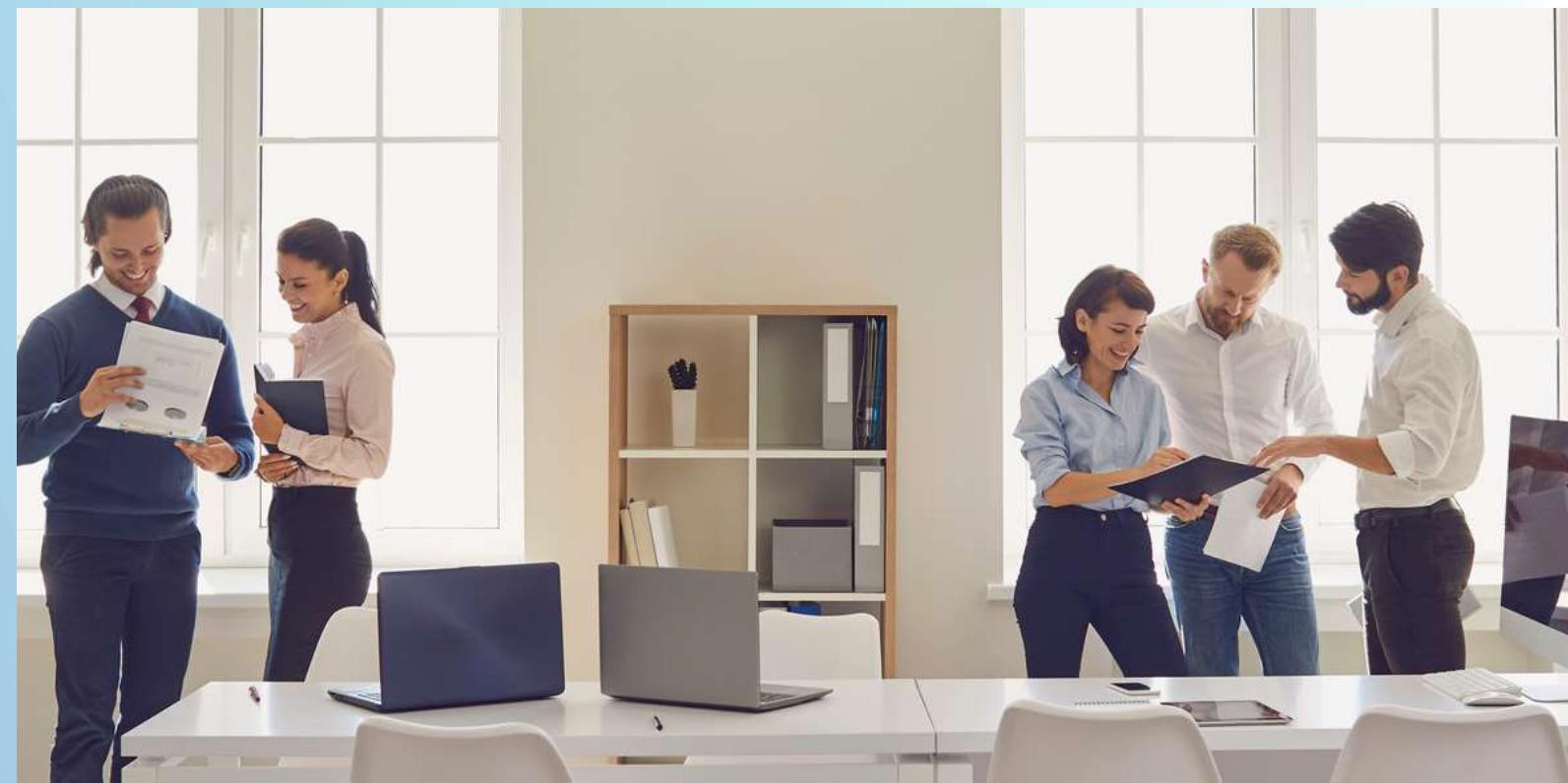
The main objective of this project was to document a complete event management workflow from beginning to end. This included identifying functional and non-functional requirements, creating user stories, preparing an ERD diagram, and designing a full testing strategy. Another key objective was to demonstrate effective project management by planning sprints, organizing documentation, and tracking deadlines using Basecamp. Our work reflects the full planning process that a real-world system would require before development begins.



REQUIREMENTS SUMMARY



The system requirements that we documented include the ability for event organizers to create and edit events, for attendees to register and receive confirmation, and for sponsors to upload advertisements. Additional requirements include viewing ticket sales through an organizer dashboard and basic user account management. Non-functional requirements ensure that the system would be fast, secure, user-friendly, and scalable. These requirements helped us structure the system and understand exactly what features are needed.



USER STORIES SUMMARY

We created user stories to describe how each type of user interacts with the system. For example, organizers need to create events and view ticket sales, attendees need to register and receive confirmations, and sponsors want to upload advertisements and track performance. Additional stories describe account creation, notifications, dashboard use, and data management. These stories formed the basis of our acceptance criteria and helped us imagine the system from multiple perspectives.



DASHBOARD

This image shows the main dashboard for our Basecamp project titled **team-innovatex_event-management-system**. The dashboard provides a high-level snapshot of the entire project, including our project description, overall progress indicator, team member list, message board posts, to-do lists, documentation, chat section, and schedule. The progress gauge shows that our project remained on track, and the dashboard layout highlights how we used Basecamp as a complete project management hub. This central view helped us quickly access all tools—tasks, messages, documents, and schedules—ensuring smooth coordination and communication throughout the project lifecycle.

team-innovatex_event-management-system

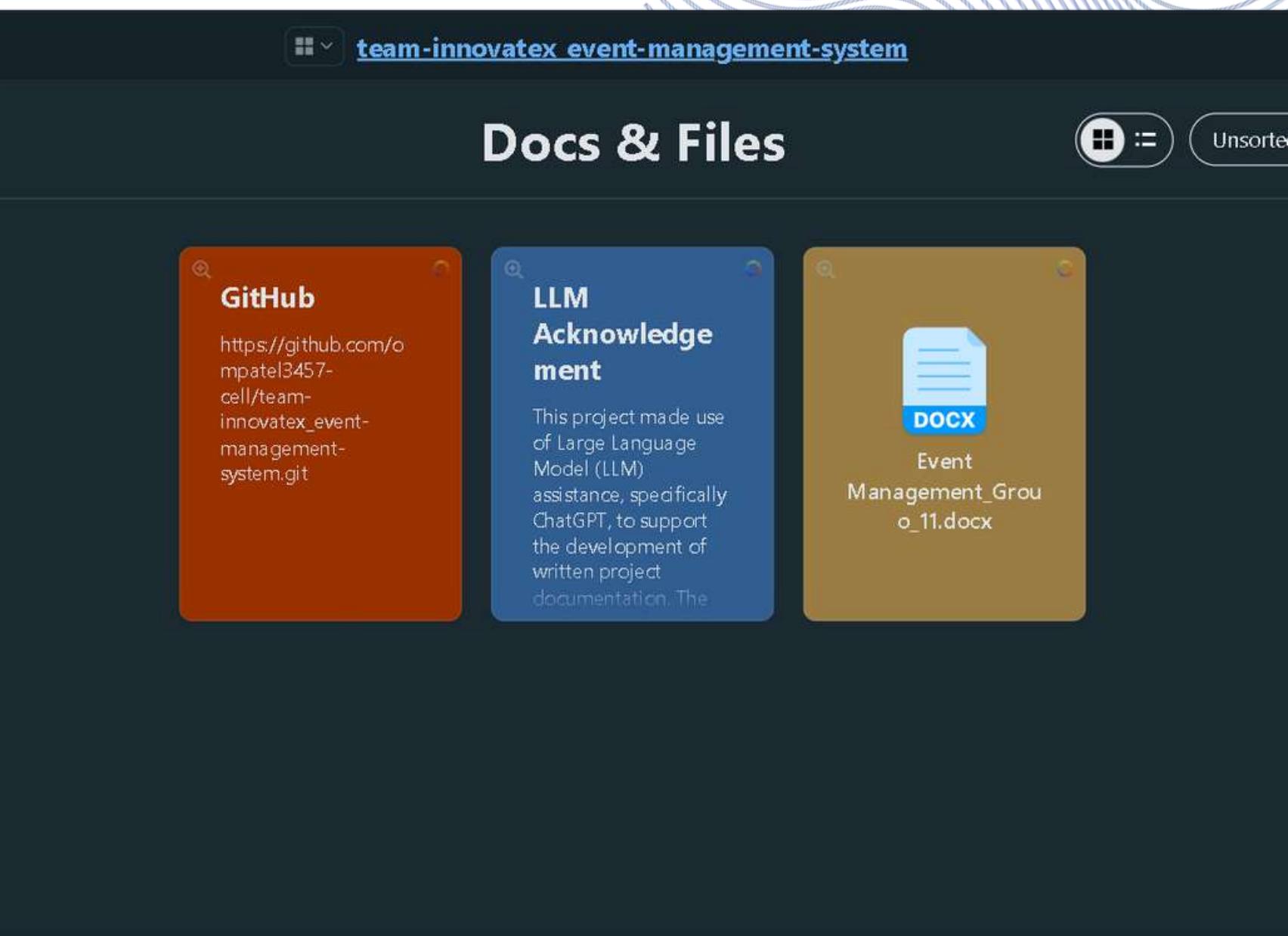
Manual and fragmented event management creates errors in ticketing, delayed communications, payment reconciliation issues, poor attendee experience, and missed networking opportunities. Our solution is an integrated Event Management System (web + responsive mobile UI) that centralizes registration, payments, venue mapping, session selection, advertising, and attendee networking to streamline operations and improve attendee experience. (Based on original charter content.)

The dashboard features a top banner with the project name and a brief description. Below is a progress indicator showing "On track" with an update from 4 minutes ago. A "Add some people" button and an orange "OP" icon are nearby. The main area is organized into several sections:

- Message Board:** Posts include "Critical Path Tasks" and "Title: Solution Roadmap — Event Management System (MVP)".
- To-dos:** Lists "Project Setup", "Requirements & UX Design", and "Architecture & API Planning".
- Docs & Files:** Icons for GitHub, LLM Acknowledgment, and Team Management.
- Chat:** A teal speech bubble icon with the text "Chat casually with your team, ask questions, and share news without ceremony." and a "Start chatting" button.
- Schedule:** A list of tasks: "SAT, NOV 29 Sprint 2 Complete", "THU, DEC 4 Bug fixing QA & Testing FinalQA Complete", and "SAT, DEC 6 Deploy backend".

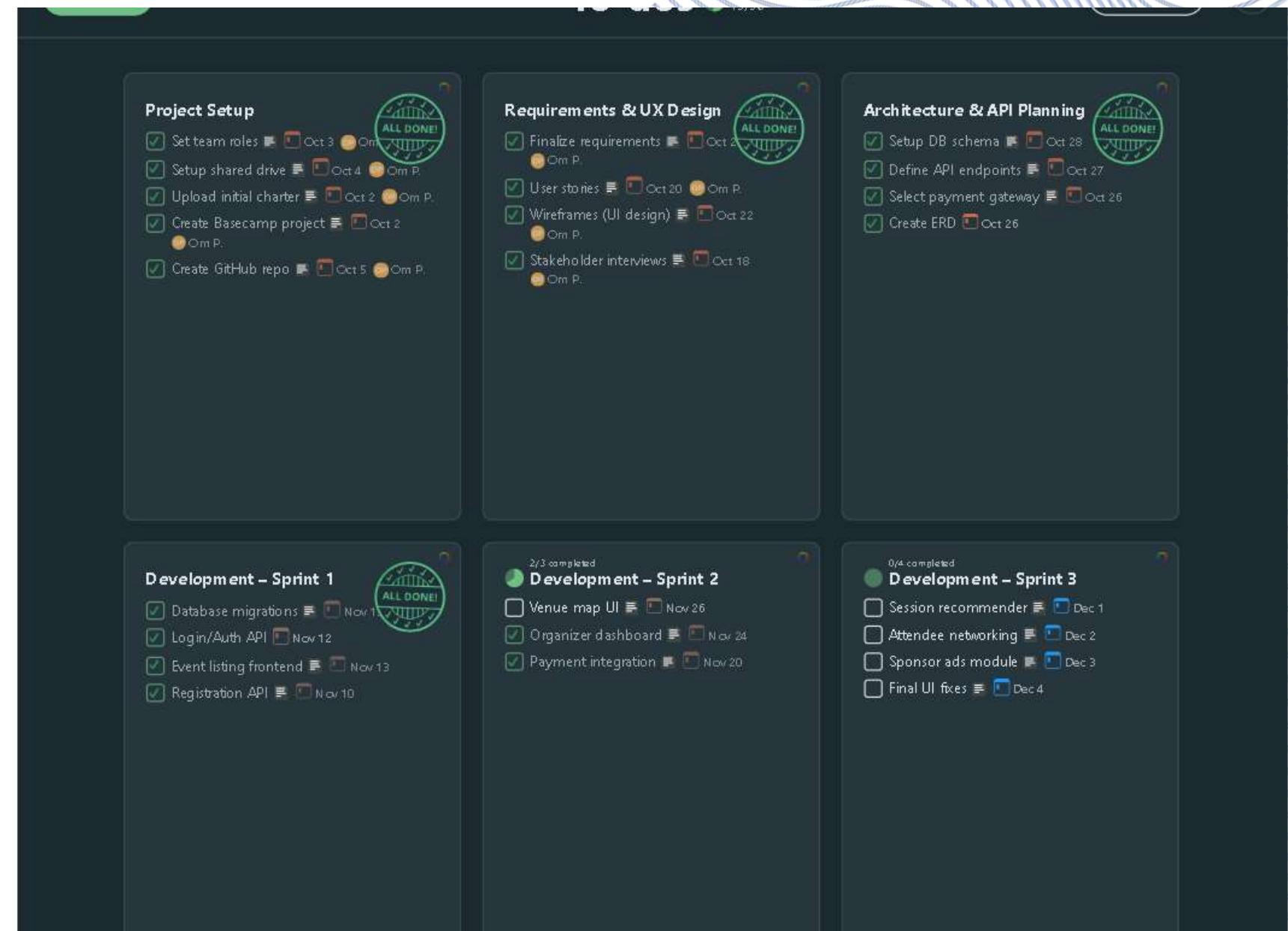
DOCS & FILES SECTION

This image displays the “Docs & Files” section inside Basecamp, where we stored all project documents for centralized access. Here, you can see three key documents: the GitHub repository link card, the LLM Acknowledgement file, and the updated Project Charter file. This section served as our digital filing cabinet, keeping all documentation organized, easy to locate, and accessible to every team member. By maintaining a clear documentation library, our team ensured that all materials were consistently updated, properly versioned, and available for instructor review.



TO-DOS

This screenshot shows the complete To-Do management board created in Basecamp for the Event Management System project. Each column represents a different project phase, including Project Setup, Requirements and UX Design, Architecture and API Planning, and the three development sprints. Every section includes specific tasks with deadlines and assigned team members, demonstrating clear task ownership and transparency. The green “All Done!” stamps show which sections have been completed. The screenshot also highlights how our team used Basecamp to divide responsibilities, track deadlines, and ensure that all deliverables were finished on time. This organized task breakdown played an important role in keeping the project on schedule and ensuring accountability between team members.



ERD OVERVIEW

Our Entity Relationship Diagram includes key components such as Users, Events, Tickets, Orders, Sponsors, and Messages. The diagram shows how these entities connect with one another—for example, how attendees register for events, how orders relate to tickets, and how sponsors link to events. This ERD represents how data would be structured in a working version of the Event Management System and helps clarify the back-end logic behind the features we described.



TEST PLAN

The test plan outlines how each requirement would be verified if the system were implemented. It includes functional testing for event creation, registration, ticket generation, dashboard accuracy, and sponsor advertisement uploads. Validation tests ensure that data such as email, phone number, and ticket information are checked correctly. We also included data integrity testing and analytics checks. This test plan ensures that the system would operate reliably and meet user expectations.

LLM ACKNOWLEDGEMENT

We used ChatGPT as a supportive tool to assist with writing and organizing project documentation. It helped refine descriptions, structure content, and ensure clarity in complex sections such as requirements and test plans. All content produced by ChatGPT was carefully reviewed and edited by the team to ensure accuracy and relevance. We take full responsibility for all final documents, and the LLM served only as an assistant, not as the creator of the final work.



CONCLUSION

In conclusion, our team successfully completed all required deliverables for the Event Management System project. We produced a complete set of professional documents, including the project charter, requirements, user stories, ERD, test plan, and GitHub documentation. Basecamp helped us stay organized and on track throughout the project. Our work demonstrates strong planning, clear documentation, and effective teamwork in designing a system that addresses real event management challenges.



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