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**Introduction**

Amusement Parks are recreational facilities that offer a varied range of entertainment options ranging from theme parks to spine chilling roller coaster, 3D theater to giant wheel, in a cluster format. These parks provide one-stop-shop leisure and entertainment solutions for the entire family at one place and are a key source of tourist attraction (domestic and foreign) and revenue generation for the State. The demand for entertainment options such as amusement parks, Imax, shopping malls are rapidly increasing across the Country. The key demand drivers for the segments are rising base of middle class, increasing disposable income, changing lifestyle, cultural shift and increasing emphasis to lead a holistic life with a balance of work and leisure. Realizing the increasing demand for high end leisure facilities, the Government of MP proposes to establish a modern Amusement Park in the State. Unlike the makeshift carnival or temporary amusement facility, the Proposed park would be a permanent facility. It would encompass a geographic collection of various funfilled and exciting range of entertainment options at a single location with access throughout the year. The park would have customized recreation avenues for individual age group such as kid’s corner and a range of generic entertainment facilities for all. Thus it would cater to the requirement of all age individuals from children to adults. The park would be established on 25 acres of land and would have following key features:

Water sports, Bunge jumping, Roller coaster, Paratrooper, Giant wheel Striking Cars, Flame ride, Horror Bungalow, Fun House, Air rides Jumping Seats.

Recreation Industry is currently one of the most exciting sectors in India. The current market for leisure is estimated to cross USD 1 bn in next few years. The leisure industry mainly consist of amusement park, malls family entertainment centers (FECs) and multiplexes. The present consumer base is estimated around 30 million people. At present there are around 200 FECs in the Country and the number is expected to grow to 400 in the next couple of years. Amusement parks contribute nearly 40% of the total leisure industry turnover. In 1993 there were only 2 parks with an investment of approximately USD 3 million, while at present there are around 55 parks in the Country. Fuelled by increasing prosperity, the demand for quality entertainment facilities is rapidly increasing in MP. The State has a rapidly burgeoning economy and in a recent survey it has been ranked at the top among the fastest moving States in the Country. Apart from the conventional industrial sector, it’s the knowledge intensive industries such as IT, Biotechnology and ITeS which are rapidly gaining ground in the State. This has given rise to an increasing population base of knowledge worker and technopreneur which demands the development of high end entertainment and leisure facilities. Further, leading domestic and international players are contemplating to establish their operational center in the State due to unparallel advantages offered by it in terms of strategic central location, connectivity, economic land and manpower. However, availability of high end entertainment options facilitating a high quality lifestyle is a key concern for the upcoming industries especially the knowledge intensive sector. At present the entertainment and leisure options are grossly inadequate in the State. The development of amusement park would address a long standing demand for an integrated entertainment facility.

**Objective**

Online Amusement Park is a well-planned system designed in order to provide online ticket booking of park by people. It maintains complete record of services provided by park management, member details, customer detail etc. The system will also provide help in managing the whole park activities including cafeteria. In case of any lost or forgery, system will be able to detect any vital information regarding it.

This proposed application will manage all the needs from both ends from tourist end as well as from management end. By using this application any organization can manage its all ongoing processes and also can generate reports that are very much important and fruitful in the growth of organization

Today’s world is computer world because most of work is doing with the help of computer. Dependency on computer is behind the few reasons. We cannot easily manage to store large number of data or information single handily. If we will be need some information or data in urgency then we cannot manage in manually these works are very difficult if we cannot use computer.

So the objective of this project is to overcome the limitation of the manual approach. This project is started towards systematically automating all the work that is done manually at present. Their aim is to focus following aspects:

* The main objective is to automate non computer environment
* To save manpower.
* It will speed the processing of data and transaction.
* It will provide all the error reporting and handling features, so that the user is warned and made aware of any foreseen errors. Thus it will reduce the error rate.
* It will provide various ways through which we generate various types of report.
* It will provide best security features such as provisions of passwords.

**Project Module Description**

**Modules: -** There are mainly two modules in the project-

**1. Admin**

**2. Member**

**3. User**

**1** **Admin Features**

a) Add Employee

b) Confirmed User Account (Change Status from Pending to Approved)

c) Block User Account

d) View/Edit Applied Edited Profile

e) View User Profile

f) Generate Different Reports

g) Can add item details in cafeteria.

h) Can add ticket details.

i) Add News.

j) Perform Edit/View on Item Details

k) Bills of Customers

**2 Member Features**

1. Can perform inquiry about tables availability & charges of different packages in

cafeteria

b) Can get the customers details.

c) Can allot tables and book ticket.

d) Can generate various reports.

**3 Visitor Features**

a) Can perform inquiry about ticket availability .

b) Can online book ticket .

**Design of Solution**

**Data flow diagram:-**

The data flow diagram shows the flow of data within any system. It is an important tool for designing phase of software engineering. Larry Constantine first developed it. It represents graphical view of flow of data. It’s also known as BUBBLE CHART. The purpose of DFD is major transformation that will become in system design symbols used in DFD:- In the DFD, four symbols are used and they are as follows.

1. A square defines a source (originator) or destination of system data.

1. An arrow identifies data flow-data in motion. It is 2a pipeline through which information flows.

1. A circle or a “bubble “(Some people use an oval bubble) represents a process that transfers informing data flows into outgoing data flows.

1. An open rectangle is a data store-data at rest, or a temporary

repository of data.

**Context Level Data Flow Diagram:-**

This level shows the overall context of the system and its operating environment and shows the whole system as just one process. Online book store is shown as one process in the context diagram; which is also known as zero level DFD, shown below. The context diagram plays important role in understanding the system and determining the boundaries. The main process can be broken into sub-processes and system can be studied with more detail; this is where 1st level DFD comes into play.

Member

Admin

User/Visitor

**Feasibility Study**

Plagued by a scarcity of resources and difficult delivery dates. It is both necessary and prudent to evaluate the feasibility of the project at the earliest possible time. Months or years of effort, Money loss and untold professional embarrassment can be averted I few better understand the project at its study time.

This type of study determines if an application can and should be developed. Once it has been determining that, application is feasible. After that analyst can go ahead and prepares the project specification, which finalizes project requirements. Feasibility studies are undertaken within tight time constraints. The developed system is started after considering the main three types of feasibilities that are discussed below:-

**Technical Feasibility**

As we know the technical feasibility is concerned with specifying equipment and software that will successfully satisfy the user requirement. The technical needs of the system may vary considerably, but might include:

Facility to produce outputs of advertisements, shopping and mailing in the given time for ease of use.

Response time under certain condition is minimal.

Ability to process a certain volume of transaction at a particular speed.

Facility to communicate data to distinct location.

In examining the technical feasibility, configuration of the system is given more importance than the actual make of hardware. The configuration should give the complete picture about the system’s requirements- how many workstations are required, how these units are interconnected so that they could operate and communicate smoothly.

**Economical Feasibility**

Economic analysis is the most frequently used technique for evaluating the effectiveness of the proposed system. More commonly known as cost/benefits analysis, the procedure is to determine the benefits and savings that are expected from the purposed system and compared with costs.

If benefits outweigh cost, a decision is taken to design and implement the system. Otherwise, further justification or alternative of the proposed system will have to be made if it has a chance of being approved. This is an ongoing effort that improves in accuracy at each phase of the system life cycle. The analysis part also clears the doubt of economic problems which could be possible in developing the system. As already mentioned that the company has to just pay the developed software cost and not other investment is needed at the time of implementation of the new system as the preliminary requirements already exist in the company.

**Operational Feasibility**

Proposed projects are beneficial only if they can be turned into information system that will meet the financial management requirements of the business/organization. This test of feasibility asks if the system will work when it developed and installed. Are there major barriers to implementation?

Some of the important questions that are useful to test the operational feasibility of a project are given below:

Is there sufficient support for the project from the implementation? From user? If the present system is well liked and used to the extent that persons will not be able to see reasons for change, there may be resistance.

Are current business methods acceptable to the user? If they are not, user may welcome a change that will bring about a more operational and useful system

Have the user been involved in the planning and development of the project? If they are involved at the earliest stage of project development, the chances of resistance can be possibly reduced.

Will the proposed system cause harm? Will it produce poorer result in any case or area?

Will the performance of staff member fall down after implementation? Issue that

Appears to be quite minor at the early stage can grow into major problem after implementation.

Therefore, it is always advisable to consider operational aspects carefully.

The system is developed keeping in mind that it should be user friendly and easy to operate hence the system is operational feasible.

**Schema**

A database schema  of a [database system](http://en.wikipedia.org/wiki/Database_system) is its structure described in a [formal language](http://en.wikipedia.org/wiki/Formal_language) supported by the [database management system](http://en.wikipedia.org/wiki/Database_management_system) (DBMS) and refers to the organization of data as a blueprint of how a database is constructed (divided into database tables in the case of [Relational Databases](http://en.wikipedia.org/wiki/Relational_Databases)). The formal definition of [database](http://en.wikipedia.org/wiki/Database) schema is a set of formulas (sentences) called [integrity constraints](http://en.wikipedia.org/wiki/Integrity_constraints) imposed on a database. These integrity constraints ensure compatibility between parts of the schema. All constraints are expressible in the same language. A database can be considered a structure in realization of the [database language](http://en.wikipedia.org/wiki/Database_language). The states of a created [conceptual schema](http://en.wikipedia.org/wiki/Conceptual_schema) are transformed into an explicit mapping, the database schema. This describes how real world entities are modeled in the database.

"A database schema specifies, based on the [database administrator](http://en.wikipedia.org/wiki/Database_administrator)'s knowledge of possible applications, the facts that can enter the database, or those of interest to the possible [end-users](http://en.wikipedia.org/wiki/End-user)."[[2]](http://en.wikipedia.org/wiki/Database_schema#cite_note-source3-2) The notion of a database schema plays the same role as the notion of theory in [predicate calculus](http://en.wikipedia.org/wiki/Predicate_calculus). A model of this “theory” closely corresponds to a database, which can be seen at any instant of time as a [mathematical object](http://en.wikipedia.org/wiki/Mathematical_object). Thus a schema can contain formulas representing integrity constraints specifically for an application and the constraints specifically for a type of database, all expressed in the same database language.[[1]](http://en.wikipedia.org/wiki/Database_schema#cite_note-source1-1) In a [relational database](http://en.wikipedia.org/wiki/Relational_database), the schema defines the [tables](http://en.wikipedia.org/wiki/Table_(database)), [fields](http://en.wikipedia.org/wiki/Field_(computer_science)), [relationships](http://en.wikipedia.org/wiki/Relational_model), [views](http://en.wikipedia.org/wiki/View_(database)), [indexes](http://en.wikipedia.org/wiki/Index_(database)), [packages](http://en.wikipedia.org/wiki/Software_package_(installation)), [procedures](http://en.wikipedia.org/wiki/Stored_procedure), [functions](http://en.wikipedia.org/wiki/Subroutine), [queues](http://en.wikipedia.org/wiki/Queue_(data_structure)), [triggers](http://en.wikipedia.org/wiki/Database_trigger), [types](http://en.wikipedia.org/wiki/Data_type), [sequences](http://en.wikipedia.org/wiki/Sequence), [materialized views](http://en.wikipedia.org/wiki/Materialized_view), [synonyms](http://en.wikipedia.org/wiki/Synonym_(database)), [database links](http://en.wikipedia.org/w/index.php?title=Database_link&action=edit&redlink=1), [directories](http://en.wikipedia.org/wiki/Directory_(file_systems)), [XML schemas](http://en.wikipedia.org/wiki/XML_schema), and other elements.

Schemas are generally stored in a [data dictionary](http://en.wikipedia.org/wiki/Data_dictionary). Although a schema is defined in text database language, the term is often used to refer to a graphical depiction of the database structure. In other words, schema is the structure of the database that defines the objects in the database.

**Ideal requirements for schema integration**

The requirements listed below influence the detailed structure of schemas that are produced. Certain applications will not require that all of these conditions are met, but these four requirements are the most ideal.

**Overlap preservation**

Each of the overlapping elements specified in the input mapping is also in a database schema relation.

**Extended overlap preservation**

Source-specific elements that are associated with a source’s overlapping elements are passed through to the database schema.

**Normalization**

Independent entities and relationships in the source data should not be grouped together in the same relation in the database schema. In particular, source specific schema elements should not be grouped with overlapping schema elements, if the grouping co-locates independent entities or relationships.

**Minimality**

If any elements of the database schema are dropped then the database schema is not ideal.

**Tables**

**Table 5.1 Admin**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Field Name** | **Data Type** | **Size** | **Constraints** | **Description** |
| USER ID | varchar | 20 | Primary Key | Admin id |
| PASSWORD | varchar | 20 |  | Password |

**Table 5.2 Booking**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Field Name** | **Data Type** | **Size** | **Constraints** | **Description** |
| CITY\_ID | int | 10 | Primary key | City id |
| USER\_ID | Varchar | 255 | Foreign key(customer) | User id |
| Password | Varchar | 20 |  | Password |
| No | int | 5 |  | No of persons |
| PACKAGE | varchar | 255 |  | Package Type |

**Table 5.3 Customer**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Field Name** | **Data Type** | **Size** | **Constraints** | **Description** |
| USER ID | varchar | 20 | Primary key | User id |
| PASSWORD | varchar | 20 |  | Password |
| E-MAIL | varchar | 20 | Null | Email |
| ADDRESS | varchar | 50 | Null | Address |
| CITY | varchar | 20 |  | City name |
| CONTACT NO | Integer | 15 |  | Contact no. |
| DATE | Date |  |  | Date of register |

**Table 5.4 Ticket**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Field Name** | **Data Type** | **Size** | **Constraints** | **Description** |
| Timingin | varchar | 20 |  |  |
| Timingout | varchar | 20 |  |  |
| Customer\_id | varchar | 20 | Primary Key |  |
| Customer\_name | varchar | 20 |  |  |
| Ticket\_no | varchar | 50 | Primary key |  |

**Methodology / Planning of Work**

Planning is an ongoing function that provides the framework for operational activity and decision-making. A plan is a predetermined course action. It represents goals and activities necessary to achieve these goals.

Planning is very important in every aspect of development work. Good managers carefully monitor developments at various phases. Improper planning leads to failure of the project.

**Project life cycle has three stages:-**

***1. Project Initiation-*** Development team prepares the project plans and finalizes the outcome of each phase. In this stage team also prepares the comprehensive list of tasks involves in each phase, and the project assigns responsibilities to the team members, depending on their skills.

***2. Project Execution-*** In this stage, the team develops the product. In case of online examination, team will develop the online examination management.

***This stage consists of following phase:***

1. Requirement Analysis
2. High Level Design
3. Low Level Design
4. Construction
5. Testing
6. Acceptance

***3. Project Completion:***  In this stage, the team has to update the site regularly. Each new enquiry has to add by the Field Officer as according to their area. This stage is very important for the freshness of the site.

**Project Scheduling**

**PERT CHART:**

A PERT chart is a project management tools used to schedule, organize, and coordinate tasks within a project. PERT stands for **Program Evaluation Review Technique.** A PERT chart presents a graphic illustration of a project as network diagram consisting of numbered nodes(either circles or rectangles) representing events, or milestones in the project linked by labeled vectors (directional lines) representing tasks in the project. The direction of the arrows on the lines indicates the sequence of tasks.

**Beta Testing**

**Programming**

**SRS And Design**

**Alpha Testing**

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10 15 30 10 10

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3 10 10 10 5

**User Requirement And Analysis**

**Installation**

**Training**

**User Test**

**Writing Manuals**

**Buy Hardware**

**Gantt chart:**

Gantt Chart is also known as Time Line Charts. A Gantt Chart can be developed for the entire project or a separate chart can be developed for each function. A tabular form is maintained where rows indicate the tasks with milestones and columns indicate duration (weeks/months). The horizontal bars that spans across columns indicate duration of the tasks.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **January** | **February** | **March** | **April** |
| **Requirement** |  |  |  |  |
| **Gathering** |  |  |  |  |
| **Design** |  |  |  |  |
| **Test Cases** |  |  |  |  |
| **Coding** |  |  |  |  |
| **Testing** |  |  |  |  |
| **Build** |  |  |  |  |

**Hardware and Software Requirement**

**Software**

1.Visual Studio 2010

2.Sql Server 2008

3.AJAX

4.Filezilla

5.Microsoft Office 2008

**Hardware**

* Pentium IV Processor
* 512 MB RAM
* 40 GB HDD
* Color Monitor
* Keyboard, Mouse

**Preliminary Product Description**

**Front End:** Microsoft Visual Studio 2010

**Back End:** Sql server 2008

**Operating System:** WINDOWS 2000 PROFESSIONAL/WINDOWS XP