

SOEN 341 Software Process – Team Project, Fall 2025

Project Title: Campus Events & Ticketing

Sprint 3 Guidelines

For this sprint, you are expected to continue building on the progress from Sprint 2. You must complete the remaining core features as specified in the Sprint 3 rubric, develop additional features suggested by your team, provide a system architecture and identify acceptance tests for each user story.

System Features

The system features include:

1. Student Event Experience
 - Event Discovery
 - Browse and search events with filters (date, category, organization).
 - Event Management
 - Save events to a personal calendar.
 - Claim tickets (free or mock paid).
 - Receive a digital ticket with a unique QR code.
2. Organizer Event Management
 - Event Creation
 - Enter event details: title, description, date/time, location, ticket capacity, ticket type (free or paid).
 - Event Analytics
 - Dashboard per event with stats: tickets issued, attendance rates, and remaining capacity.
 - Tools
 - Export the attendee list in CSV.
 - Integrated QR scanner for ticket validation (for simplicity, you can assume the QR code image can be provided via file upload).
3. Administrator Dashboard & Moderation
 - Platform Oversight
 - Approve organizer accounts.
 - Moderate event listings for policy compliance.
 - Analytics
 - View global stats: number of events, tickets issued, and participation trends.
 - Management
 - Manage organizations and assign roles.

Sprint 3 Work Requirements

- Finish all system features and show they work well. Make sure your code is well commented and clear.
- List some additional features with user stories and tasks, risk, priority and story points; they are supposed to be finalized in sprint 4.
- Identify milestone for sprint 4
- Ensure that each implemented feature is functional, user-friendly, and aligned with the project goals.
- Provide an architecture for your system (use block diagram). An architecture is supposed to show the different components of the system and how they are connected.

- Testing is a major focus in Sprint 3. Make sure you define all acceptance tests for each user story: List the steps (in text) for a user story such that, if the steps are executed and no problems are found, the story is considered finished.

Refer to the [Sprint 3 rubric](#) for detailed marking criteria and expectations.