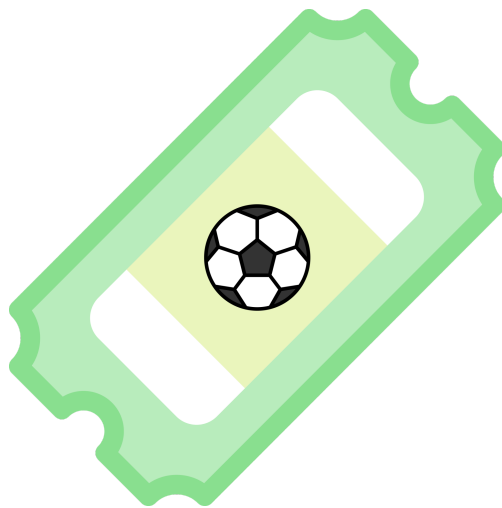


FootballTix Project Plan

(An online ticket ordering system for football matches)



4092384

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Table of contents

1. Description
2. Constraints
3. Sprints

Description

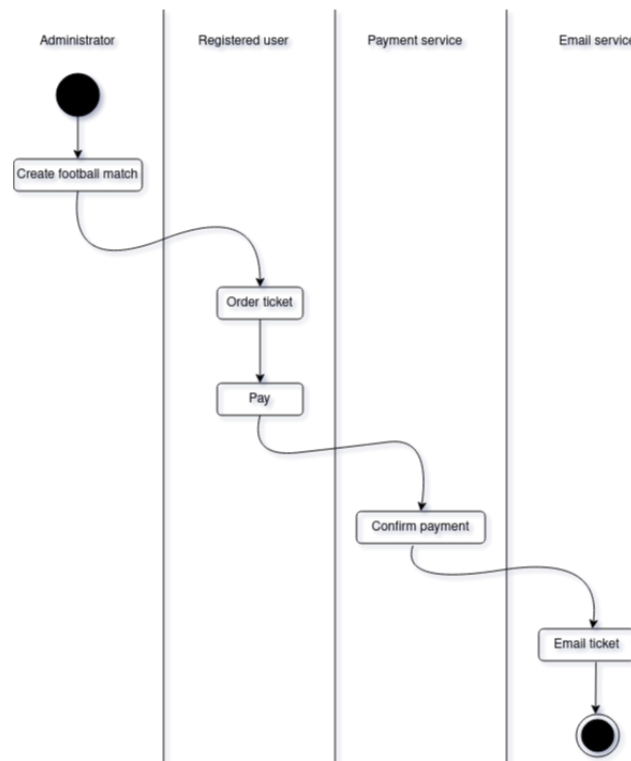
FootballTix is an online ticket ordering system. The main goal of this product is to make ticket ordering a pleasant experience.

The application will be divided into 3 groups of users:

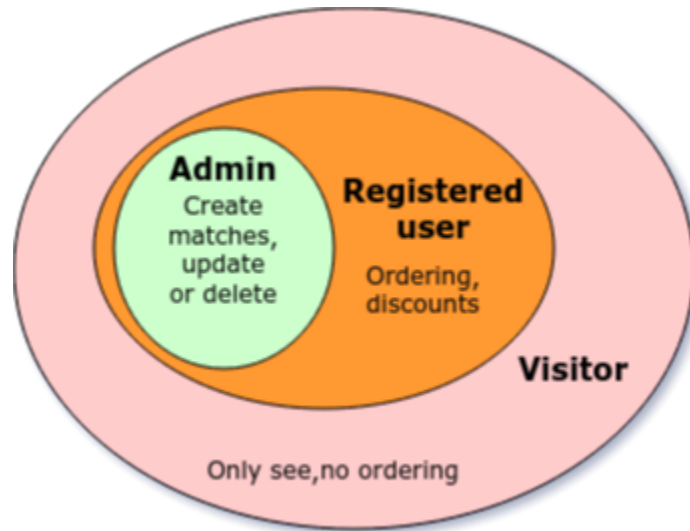
- Administrators
- Registered users
- Visitors

Administrators will have the most privileges. They will create football matches so registered users can buy tickets, update info about these matches or delete them when they get cancelled, for example. Admins would also have a dashboard with all sorts of different information and statistics - sales statistics, user statistics, visitor volume, etc. They will also manage users.

Registered users will be able to order tickets. After completing their order and payment, they will receive their ticket with a barcode that can be scanned at the entrance of the stadium for their convenience. Registered users can also get discounts based on how long they have been a user for. Registered users will have in-site credits that can only be obtained as a refund from a cancelled match. These credits can then be used to buy tickets.



Visitors will have the most basic functionality. They will only be able to see upcoming matches, the amount of tickets left and a range of prices for the tickets. Once they register, they will be able to see more detailed prices.



Football matches can be created, updated and deleted by an Administrator. When a match gets deleted, people who have bought tickets will receive an email notification and in-site credits equal to the amount they spent on a ticket for that particular match.

Each **football match** will have a:

- Date and starting time
- Guest team
- Home team
- Stadium, City, Country
- Number of seats available
- League
- List of referees
- Price range for different seats
- ...

Each **ticket** will contain:

- Teams (and their logos)
- Barcode for entrance
- Stadium name

- Day, date and time
- Seat
- Price



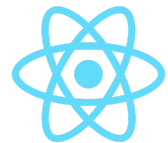
**this description is not final and will be updated with new ideas through the development process*

Constraints

Expected work effort is about 16 hours per week - 288 hours in total for the project.

Technologies that will be used:

- Java with Spring boot for the backend
- Responsive frontend with ReactJS
- Barcode generator for the tickets
- PDF generator for the tickets
- Basic Email notification system
- A database: MySQL
- Some payment system(would be good to have) - i.e Mollie
- GitLab with CI/CD for hosting the project
 - <https://git.fhict.nl/l450851/footballtix>



Sprints

This project is divided into 6 three-week sprints. Each sprint ends on the Friday of the third week of the sprint. The final sprint ends on 14 January 2022. Information about what has been accomplished will be included below at the end of each sprint.

Sprint 1 (Week 1-3)

...

Sprint 2 (Week 3-6)

Sprint 3 (Week 6-9)

Sprint 4 (Week 9-12)

Sprint 5 (Week 12-15)

Sprint 6 (Week 15-18)