1. **Context Objects**

These are the key elements involved in or surrounding the system’s operation:

|  |  |
| --- | --- |
| **Object** | **Description** |
| Student | End user who registers for events, pays fees, and checks in via QR code. |
| Event Organizer | User who creates and manages events, scans QR codes, and tracks attendance. |
| University Database | External system used for authenticating student and organizer accounts. |
| Payment Gateway | Third-party service used to process secure online payments. |
| Mobile Device | Platform through which users access the application (Android/iOS). |
| Camera Hardware | Device component used for scanning QR codes during check-in. |
| Network/Internet Access | Required for communication between frontend and backend. |

System Context Diagram

A diagram of a diagram

AI-generated content may be incorrect.

1. **Requirements Sources**

These are the methods used to gather initial system requirements:

|  |  |
| --- | --- |
| **Source Type** | **Details** |
| Interview | Conducted with a club committee member to understand challenges in event management. |
| Questionnaire | Distributed using Google Forms, based on the Kano Model, targeting students' preferences. |
| Observation | Reviewed how existing systems manage event registration and attendance (manual or online). |
| Use Case Analysis | Analyzed expected behavior from students and organizers during event cycles. |

1. **Proof:**

The meeting which discussed the Context Objects and Requirements Sources was physical and unfortunately, we cannot provide images or videos for it because we do not have any.