**Project Proposal**

DEVELOPMENT OF ELECTRONIC TICKET BOOKING APPLICATION FOR RUGBY MATCHES USING ASP.NET AND WEATHER API- WEBSERVICE



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# 1. 1 BACKGROUND OF THE PROJECT

It has been surveyed that most of the projects have been conducted on cricket, football and popular sports in Europe. **The project is related to application development of rugby match ticket booking** because rugby has been the source of games spirit and been very popular in Ireland. So, it is a good idea to make a project on rugby match ticket booking application.

**The focus of the project is to allow users to book tickets beforehand of the rugby matches going to happen in the next month or year.** In this project number of rugby matches will be shown to the users in which they can select the matches they want to book their tickets for and then they can proceed to the next step. In the third step, users can make the payment directly to the stadium by using their debit cards, credit cards or cash.

# 1. 2 THE ROLE OF WEB SERVICES IN THIS PROJECT

The Web service will be used in this project is Weather API. This API will show the climate during matches (*Home - Weather Unlocked*, no date).

# 1.3 THE ROLE OF SOURCE CONTROL MANAGEMENT IN THIS PROJECT

**The software for source control management will be used in this project is Git.** It is also known as a revision control system (*GIT Fast Version Control*, no date). **GitHub will act as a hosting service for Git repositories** (*Githubflow Online*, no date)**.** Every day when the project code is finished the code has been uploaded to GitHub and if any other person has to acknowledge the code, he or she can directly look into the public GitHub repository and in this way daily code has been uploaded to the GitHub public repository and the success of the project can be tracked by looking at the GitHub code. One other way GitHub is useful as when any other person has to contribute to the project then the source control management will be helped in this process and code will be updated after the help.

# 2.1 TECHNOLOGIES ARE GOING TO IMPLEMENT

Two technologies will be used in this project. The first technology will be used to make front end and backend of the application and the other technology will be used to update the daily code.

# 2.2 ASP.NET

The frontend will be made using languages such as HTML, CSS. In the backend of the project, we will be using databases like MS Access as well as the programming language C#. This will be made using a database and all the tickets information and stadium information will be stored in the database (*asp.net\_tutorial.pdf*, no date).

# 2.3 GITHUB

The second technology will be used in this application for version source control management is GitHub. It will also be used to track day to day code revisions and if there is some change in the code it will be very useful to restore the previous versions of the code using GitHub version source control management (Li, no date, p. 9).

# 3.1 ARTIFACT DESIGN OF THE PROJECT

Figure 1: Artefact Design of The Project

# 4.1 REFERENCES

*asp.net\_tutorial.pdf* (no date). Available at: https://www.tutorialspoint.com/asp.net/asp.net\_tutorial.pdf (Accessed: 9 July 2019).

*Githubflow Online* (no date). Available at: https://guides.github.com/pdfs/githubflow-online.pdf (Accessed: 15 March 2019).

*Home - Weather Unlocked* (no date). Available at: http://www.weatherunlocked.com/ (Accessed: 17 April 2019).

Li, X. (no date) ‘A Tutorial for Git and GitHub’, p. 31.

Tutorialspoint (no date) *GIT Fast Version Control*. Available at: https://www.tutorialspoint.com/git/git\_tutorial.pdf (Accessed: 15 March 2019).