

Ticketing System

build passing

ticketing system for incident management and customer support. Powered by

- Laravel 5.8
- PHP \geq 7.1.3
- Laravel utilizes Composer to manage its dependencies. So, before using Laravel, make sure you have Composer installed on your machine.

Installing!

- Unzip the ticketing-system.zip file
- Create a database named “ticketing_system” on mysql
- Now import the “ticketing_system.sql” in to the database
- go to the source code and change .env files credentials for your xampp or wamp server
- then open cmd from source code folder
- run following command to run the project

```
$ php artisan serve
```

This Ticketing System contains 5 different user roles.
they are :

Administrator - who can manage everything on the system

.

User - who create the tickets and request the [help](#)

General Department - General tickets managed by this user role.

Technical Department - Technical Tickets managed by this user role

Finance Department - Finance Tickets managed by this user role.

```
```sh
```

## Credentials

Dillinger is currently extended with the following plugins. Instructions on how to use them in your own application are linked below.

Name	User Role	Email	Password
Dumbledore	Administrator	<a href="mailto:admin@support.com">admin@support.com</a>	12345678
Ron weasley	Finance Department	<a href="mailto:finance@support.com">finance@support.com</a>	12345678
Hermione Granger	General Department	<a href="mailto:general@support.com">general@support.com</a>	12345678
Harry Potter	Technical Department	<a href="mailto:tech@support.com">tech@support.com</a>	12345678
Draco Malfoy	User	<a href="mailto:user@support.com">user@support.com</a>	12345678

# Login

use email and password for login purpose.

# Todos

- Need to change icons
- Add validation messages

# Readme

Hi, I have developed this withing very few time. because by next week I'm planing to go to Maldives for a company project for one month. so little bit I was busy with those stuffs and other projects. so sorry for that.