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CS220

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Project 2: Semester Project – Movie Theatre Ticketer

Of the three typical project groupings, I immediately gravitated towards a database project. I find it more enjoyable and practical to work with real-world data. Also, getting experience using a database, I feel, is most helpful in preparation for any type of applied math or computer science job. To make this project more interesting, I thought I would use a database that had to do with movies. In line with this idea, I propose to make a movie theatre ticketing program. I will lay out the goals, aims, and aspects of a project that deals with movie theatres.

# Goals/Aims

#### 1. Choice

- a. I want to provide the user with many options to tailor the experience uniquely to that specific person.
- b. I want to mimic the way people decide to go to the movies in the first place. When moviegoers do not like one movie, they will move onto the next one.
- Moviegoers prefer to go to the movies at different times, from midnight releases to midday matinees.

## 2. Usability

- a. I want to make a project in java that will walk the user through the process of figuring out the movie he/she wants to see, to picking a time, to picking the number of seats and finally ordering the tickets.
- b. I want to have a logical and efficient work-flow/user interface. The user should feel as though he/she is being walked through the process of ordering tickets, and not forced to make the program work.

#### 3. Relevance

- a. Most of all, I want this project to resemble the real-deal, in that one would expect to go to the movies the same day and not need to learn anything new.
- b. The program should therefore use real-life ticket prices, times and movies.
- c. The project should make a user feel like they are actually buying a ticket.

## Aspects

- 1. Provide the user the option to pick from existing movies close to them.
- 2. Provide the user the option to pick from existing times/showings at a theatre near them.
- 3. Provide the user with available tickets to the movie of their choice.
- 4. Give the user a rundown of what they ordered/what movie they will see/where they are going.

I hope to learn how to manage a java project through the use of methods and user input. I believe that this project will teach me how to create useful code to solve a problem in the real world.