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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.

    c. 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.