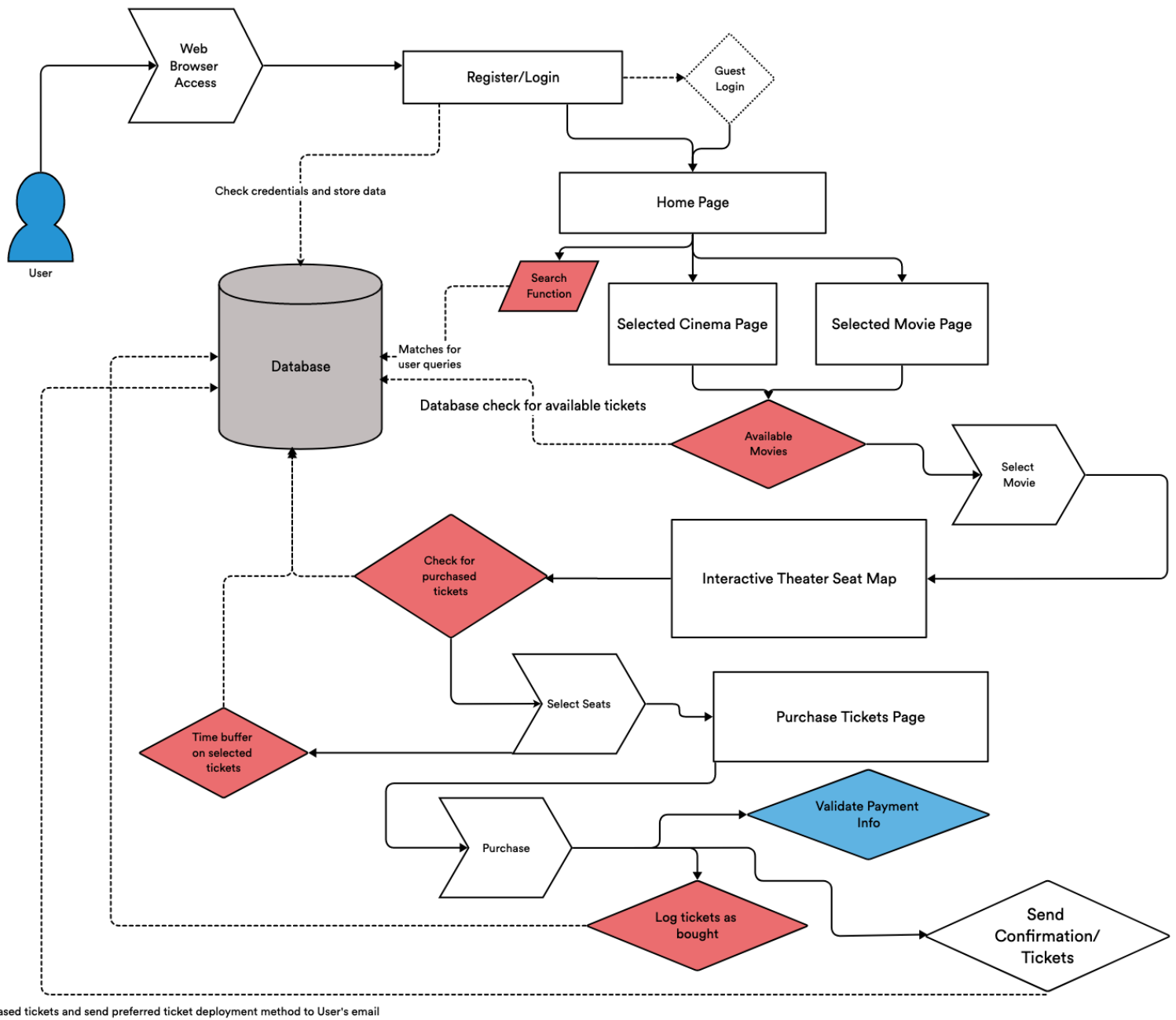


# Software Architecture Diagram



## **Account and Access:**

The software architecture shows the design of the system and how it is used in practice. The software system is built to be used in any web browser. Provided the user has access to a web browser, then the user can use our system. Upon accessing our webpage, the user will be prompted for their login information or an opportunity to register with our site. While this is encouraged, the user will always have the ability to login and operate all core features as a guest. User accounts will allow our system to store critical information about the user and to streamline their experience.

## **Database:**

The database will be storing movie/cinema data, dates, ticket status, and user data. Each movie stored will have its images, details, reviews, showtimes, and tickets stored. These can be readily accessed by any page hosting that data. Each user account will have its own ID, email, phone number, preferences, home theater, and purchase history stored. Ticket status is stored for each showtime and must be able to be modified indirectly through user inputs. Tickets must be purchased, available, or temporarily put on hold for functionality reasons.

## **Webpage and Usage:**

After logging in or continuing as a guest, the user will be met with our home page. This will have featured movies, nearby cinemas, and a search function posted on the top of the screen. The user can navigate through the selected movies and cinemas or use the search function to refine what they are looking for. Users can search for specific movie titles, cinemas, and filter by date. A user can proceed towards the page of a specific movie title, seeing showtimes and cinemas. Or they can proceed to a cinema's page, seeing movies and their showtimes. Once a user has selected a movie/showtime, the database will be checked for available tickets.

Ticket selection is done through the interactive seat map. A map of the theater is shown with each seat showing its availability. A user is then able to select desired seats. Selected seats, purchased or not yet will be deemed unavailable for a small time buffer. This will inhibit problems of users purchasing tickets while another user is attempting to purchase the tickets. If the purchase tickets page is left or the user times out, those tickets will be set to available again. Once the user wishes to purchase, they will be taken to the purchase page where they will be prompted for their payment info. Once that payment info is validated then those tickets will be changed to purchased and the user can receive their tickets. Tickets will be deployed to the user's email or if a guest, they will be prompted with how they would like to receive their tickets.