

# Movie Ticket Booking System

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System Implementation

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## Customer problem statements and system requirements

### **Problem Statement:**

The process of booking movie tickets can often be quite challenging for customers, with issues like long wait times, limited information access, and trouble securing their desired seats. Many current systems are either outdated or too complicated, which can lead to frustration. This project seeks to tackle these issues by developing a user-friendly online platform that enables customers to effortlessly browse movies, choose showtimes, and book tickets. The goal is to simplify the booking process, offer real-time seat availability. By making the process more efficient, we can potentially increase ticket sales for theaters, and enhance the customer's experience.

### **System Requirements:**

Users will be able to:

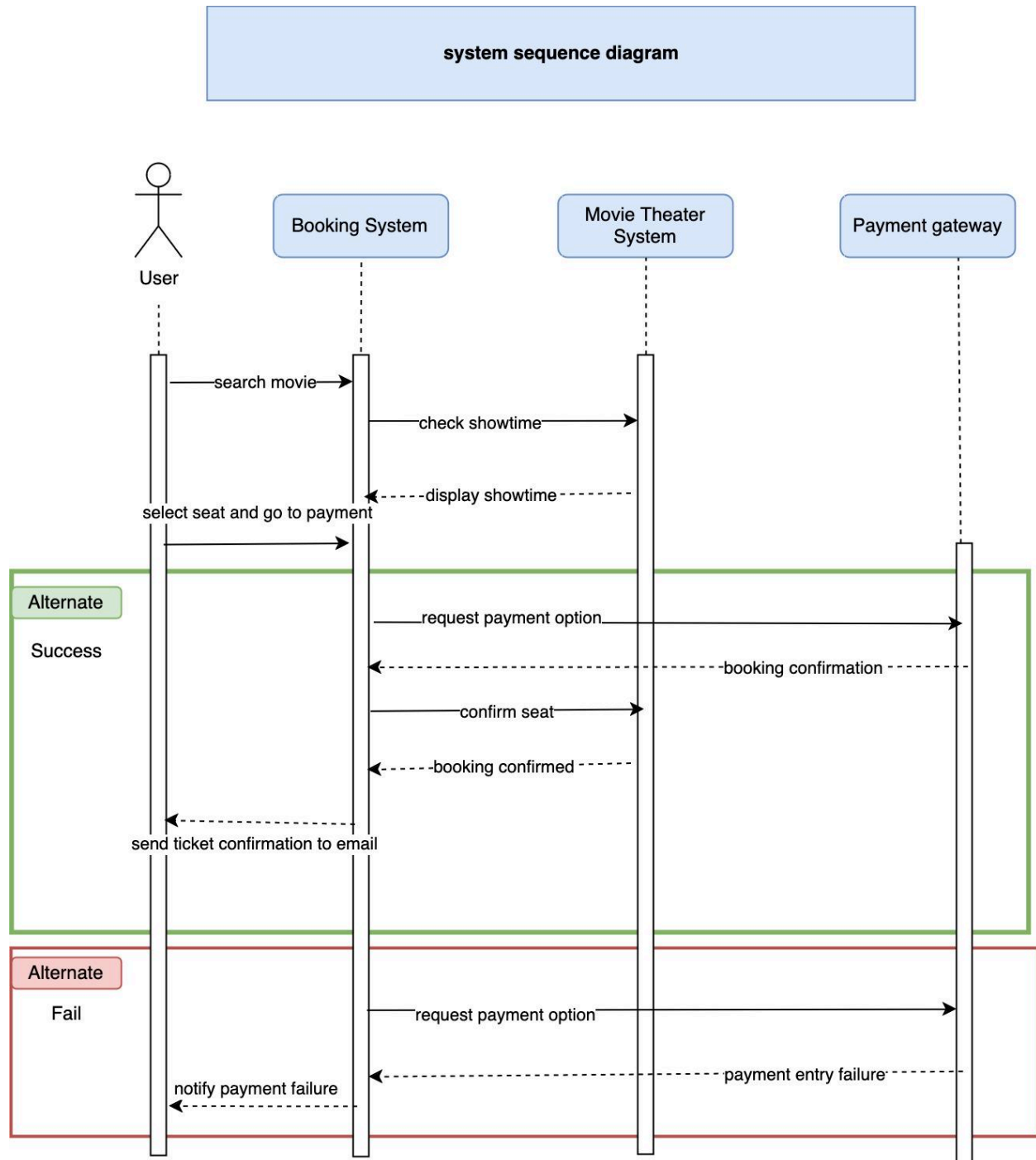
- Select film
- Search for films by title, genre, or date.
- Access detailed information about each film, including ratings and reviews.
- Select their preferred seats and check real-time availability.
- Complete transactions using multiple payment options.

## Functional requirement specification

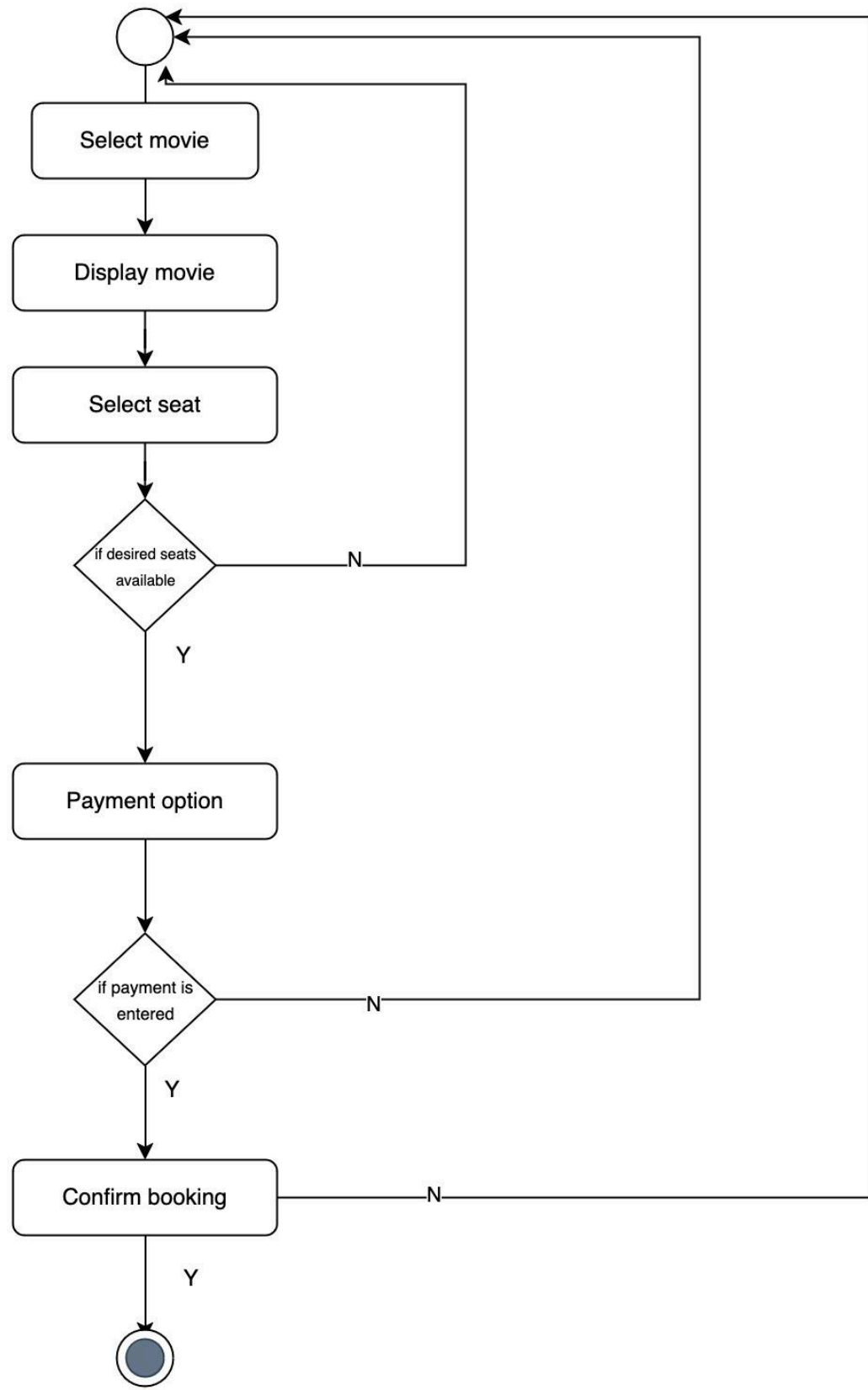
### **Functionality:**

- Select or search available films and showtimes.
- Choose seats
- Select online payments.
- Receive electronic tickets through email

## System sequence diagram



## Movie ticket booking system Activity Diagram



## *User interface specification*

The key components of the user interface:

Homepage: This will display available movies, showtimes, seats, method of payment and email entry for booking.

Movies: drop-down menu of the available movies. This will also show detailed information about the selected movie.

Seat selection: interactive seating layout for users to choose their preferred seats and available seats are highlighted.

Payment: secure payment options and confirmation of booking

Confirmation: display booking confirmation and message that e-ticket is sent to email.

## Project Plan

Software requirements:

-A web application to serve as the user interface.

Hardware requirements:

-A server to host the application.

Network requirements:

-internet connection

-protocols to safeguard user info.

Development approach:

Frameworks has to focus on creating a user friendly interface

Technology stack selection.

### Steps:

Design phase. (Here we develop wireframes and design the demo user interface)

Implementation phase (Build the components)

Testing phases (test for functionality)

Deployment phase (launch!)

### **Ref.**

*This documentation references the project proposal from earlier in the semester.*