

# CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 46

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

## **Project Description - Ticket Management System**

**Domain:** The area of knowledge our ticket management application resides in is Entertainment. Facilitating the buying and selling of tickets for various events is an essential part of the Entertainment industry.

**Aspects Modeled:** Our database models the following aspects:

- The buying and selling of tickets
- The booking of venues and parking spots
- The listing of tickets
- The following of artists
- The checkout system for buying a ticket
- The ability for tickets to go on sale

To use a real life example, our system would work similarly to how Ticketmaster allows users to obtain and resell tickets for their favourite events.

**Database Specifications:** Our database will provide the following functionality:

- Allow users to buy and sell tickets
- Allow users to follow artists
- Allow users to create and manage listings for their tickets
- Allow users to reserve parking
- Allow artists to book venues

**Application Platform:** For our project, we will be using a PERN stack (Postgres, Express, React, Node), and VSCode as our IDE. As we progress on the project, we may change our application technology stack as we learn more about the project.

