COLLEGE OF COMPUTING, INFORMATICS AND MATHEMATICS

BACHELOR OF COMPUTER SCIENCE (HONS.)

MULTIMEDIA COMPUTING

CSC584 – ENTERPRISE PROGRAMMING

GROUP: CDCS2534A

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1.0 Introduction

The Campus Event and Club Management System is a web based platform that makes it easier to organize and sell university items while also streamlining participation in and planning of campus events. The system offers separate user interfaces for administrators and regular users to ensure smooth operation and a satisfying user experience. It aims to improve communication and accessibility among campus community members by centralizing information on groups, activities, and business.

2.0 Problem Statement

Current methods for managing campus events, clubs, and merchandise often suffer from decentralization, inefficiency, and limited accessibility, leading to significant challenges for both administrators and the campus community. Without a unified system, students frequently struggle to discover and register for relevant events, track their participation, or easily find information about campus clubs and available merchandise. This results in decreased student engagement, missed opportunities for participation, and difficulty in fostering a cohesive campus environment. For administrators, the manual processes involved in organizing events, maintaining club details, and managing merchandise inventory are often time-consuming, prone to errors, and lack real-time oversight, hindering effective planning and resource allocation. This fragmented approach ultimately impedes efficient communication, reduces operational productivity, and limits the potential for robust campus-wide activity and commerce.
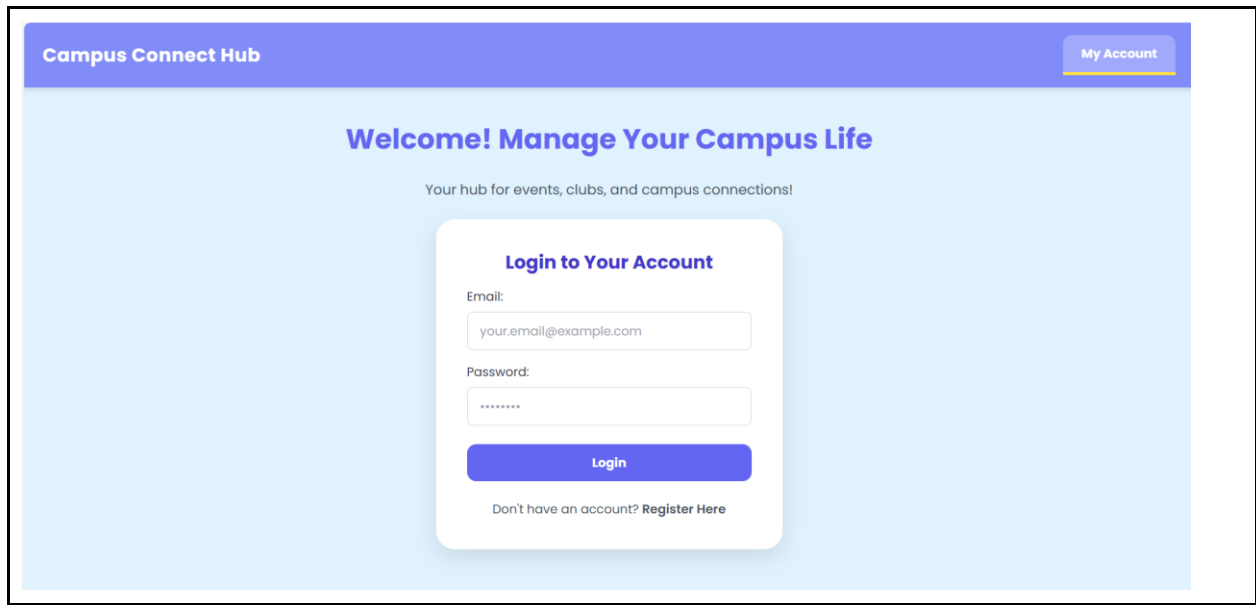
3.0 Objective

- To provide a secure login and registration mechanism for users, enabling different access levels based on their roles.
- To allow administrators the ability to add, edit, and delete events, clubs and merchandise that are scheduled on campus, along with the details.
- To enable administrators to manage club and event merchandise.
- To allow users view available events, clubs, merchandise and register or unregister for them as well.
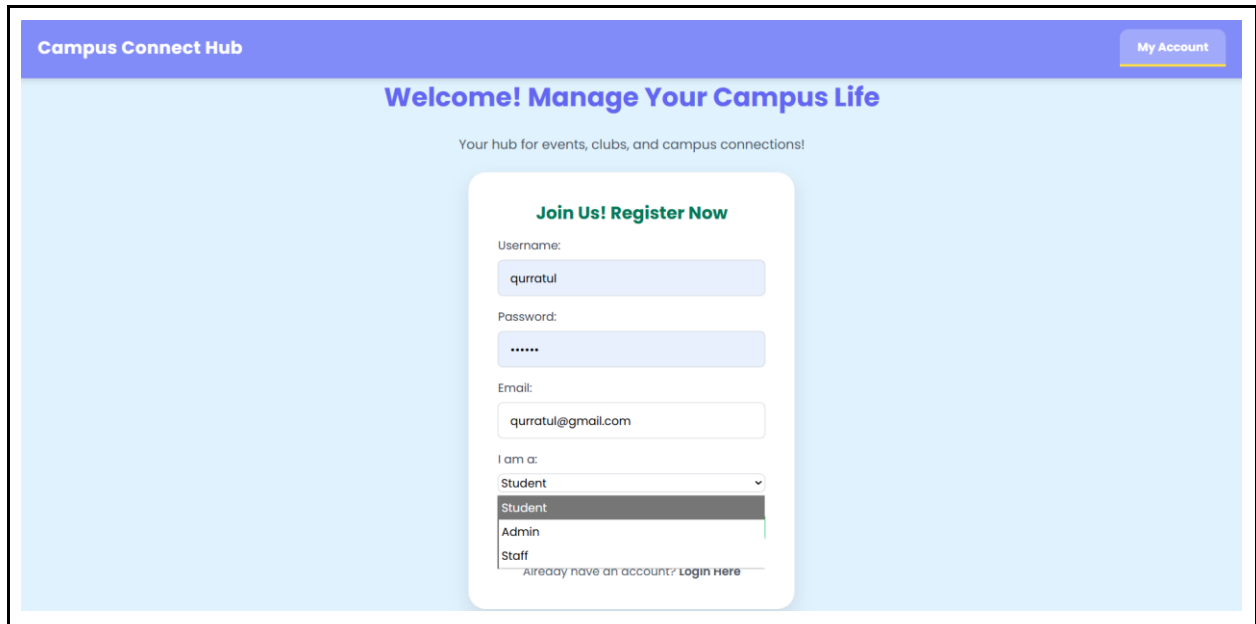
4.0 Demonstration

This section provides a walkthrough of the Campus Event and Campus Merchandise System, showcasing its core functionalities from both administrative and general user perspectives.
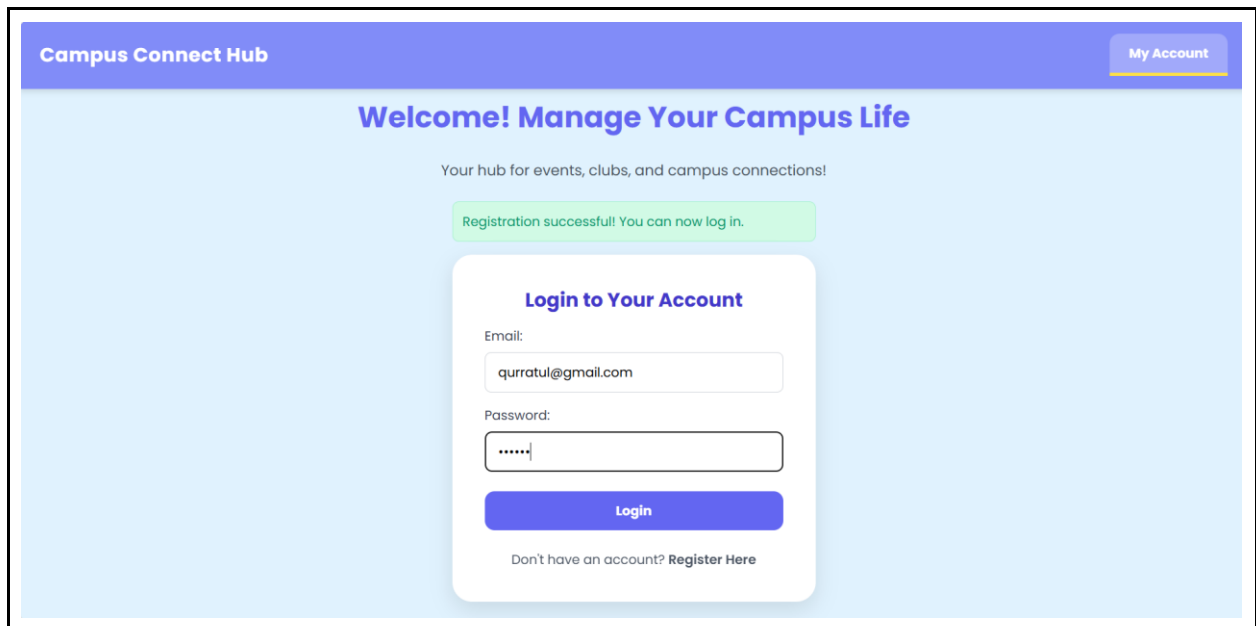
4.1 Login and Registration Access

Figure 1: The comprehensive user login and registration interface, highlighting the entry point for authenticated users. Selecting 'Register Here' for new users initiates the account creation process.

Figure 2: This presents the user registration interface, a need for system access. Users are required to input all essential information and designate their institutional role (staff, student, or administrator) to complete the registration process.

Figure 3: Illustration of successful user registration leading to system access via the login interface.
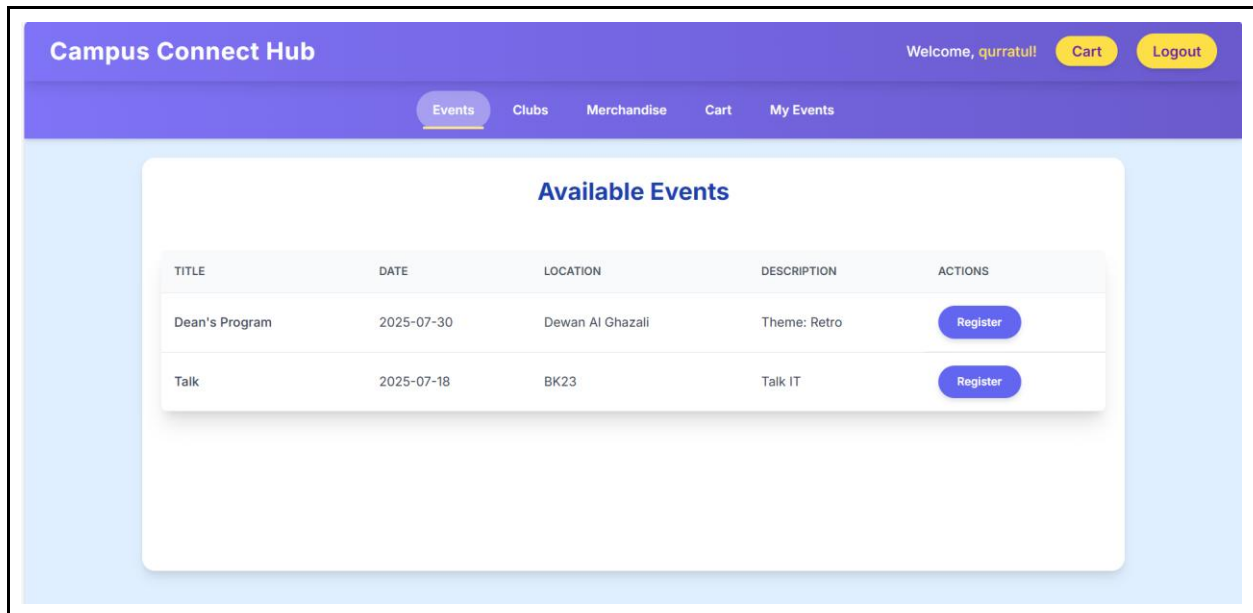
4.2 General User Functions

Figure 4: The user dashboard tailored for student and staff roles, displaying available events and enabling direct registration
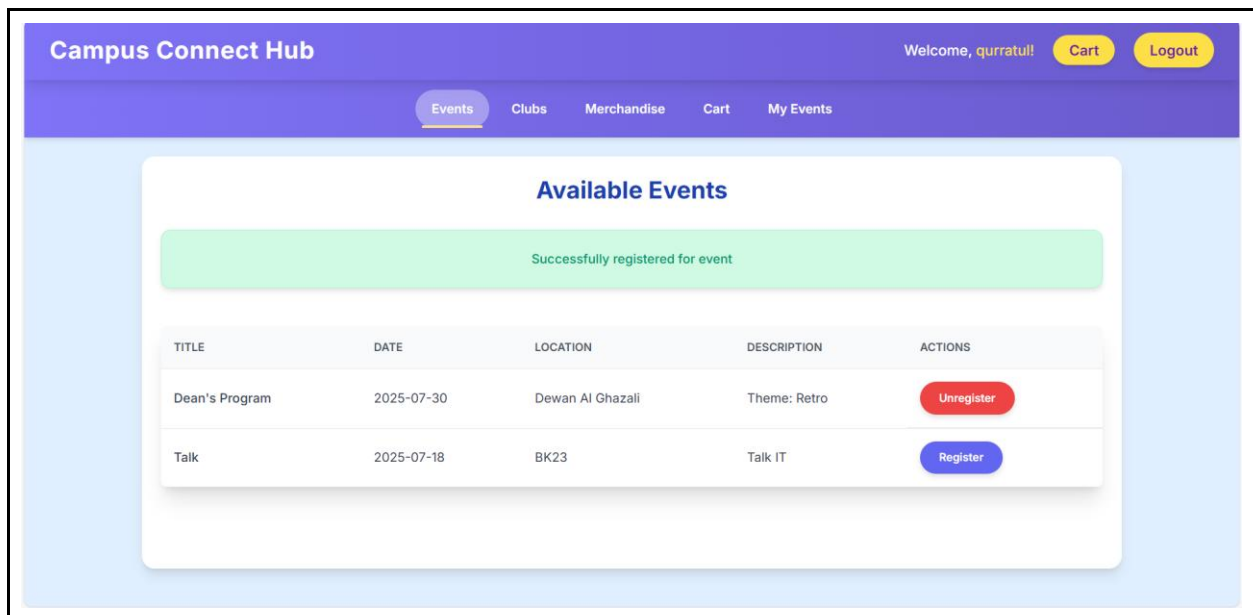

Figure 5: The user's personalized view, displaying a list of events for which they are registered.
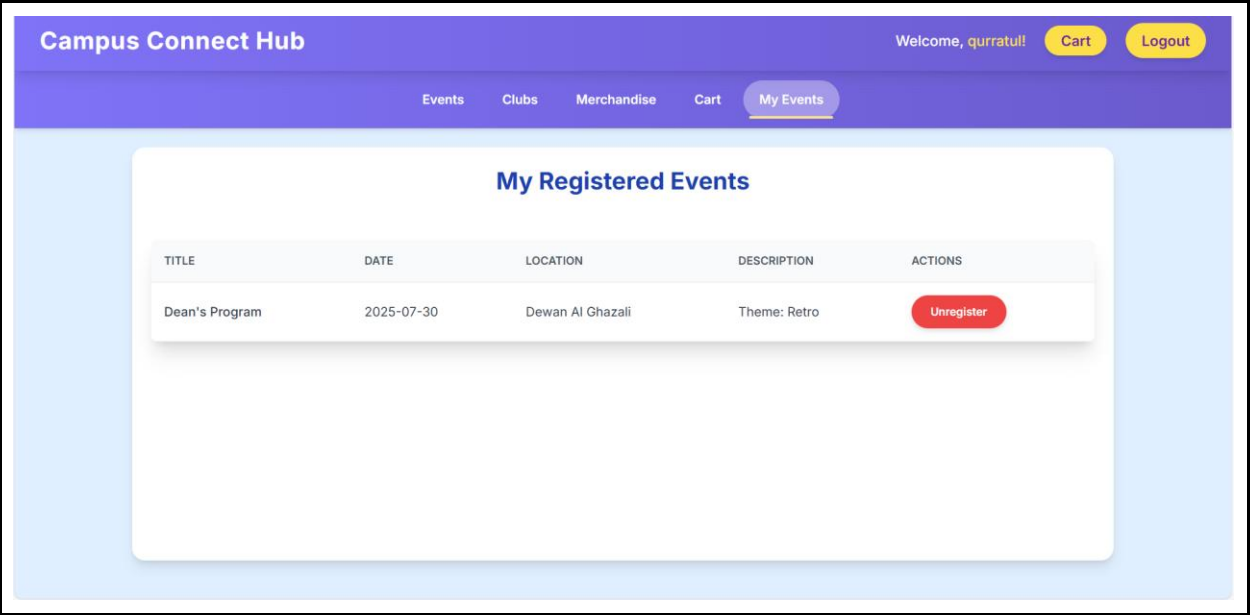
Figure 6: The 'My Events' page, providing users with a comprehensive overview of their currently registered events."
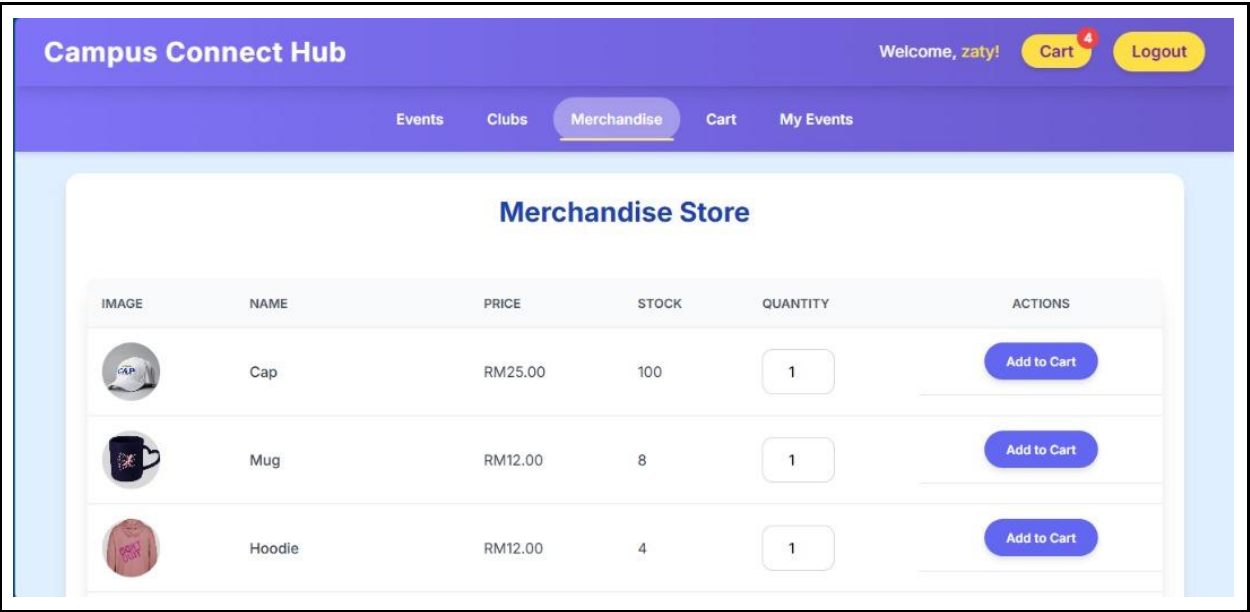

Figure 7: The merchandise interface, enabling users to view available items and add them to their shopping cart.
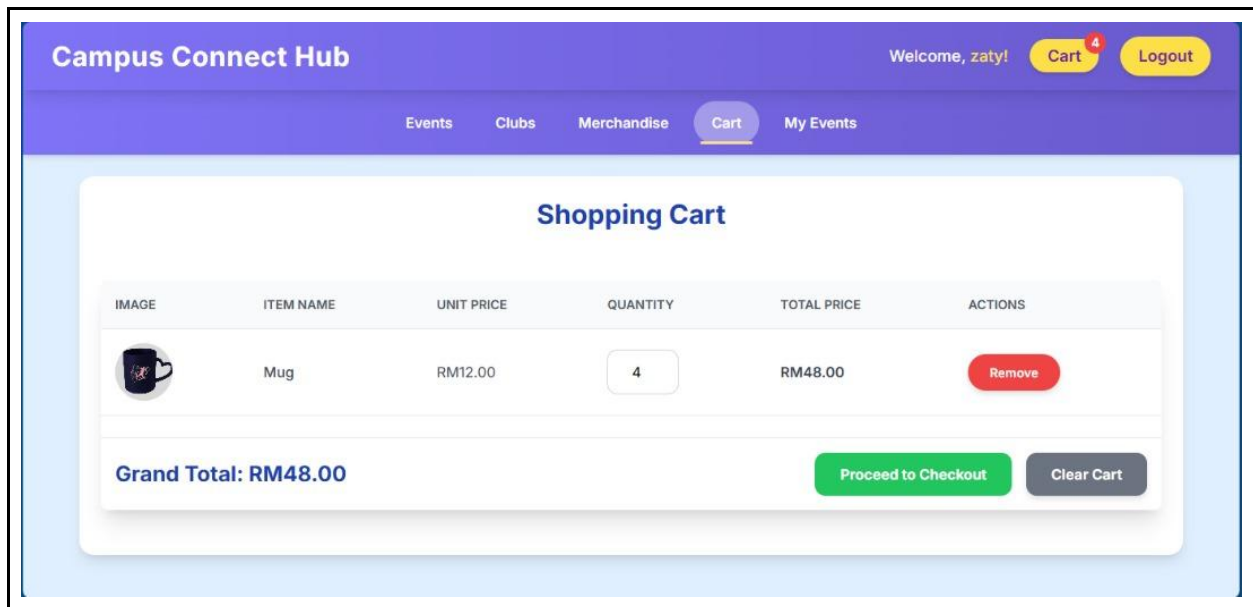
Figure 8: The shopping cart interface, displaying all merchandise items selected by the user. From this page, users can initiate the finalization of their purchase by clicking the "Proceed to Checkout" button.
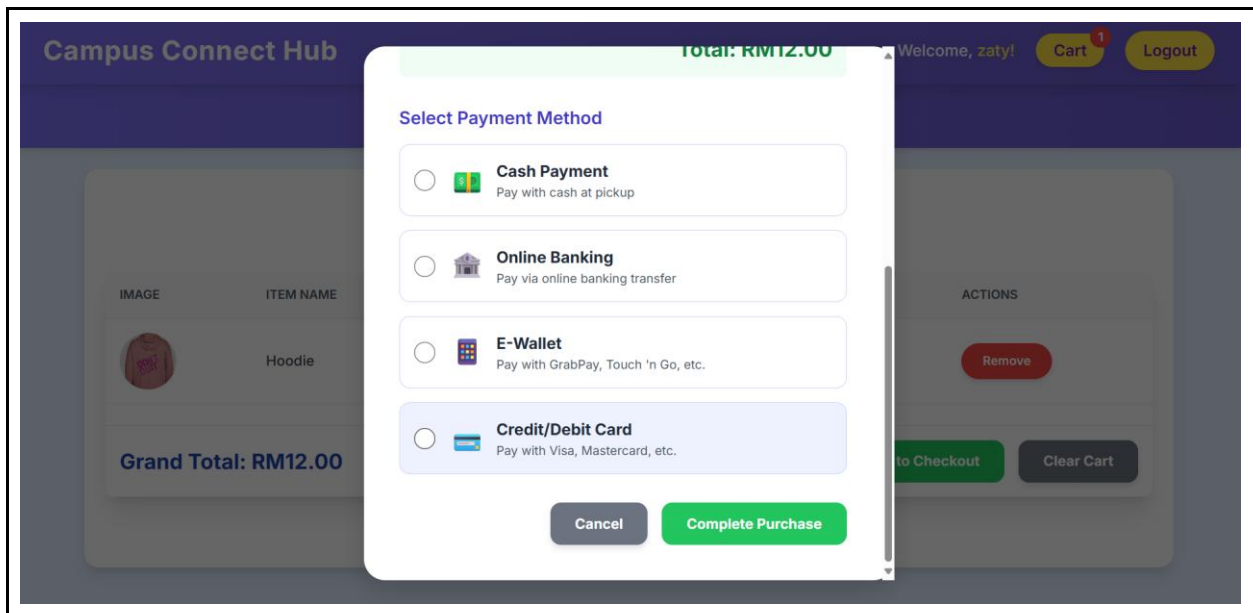

Figure 9: The final checkout stage, requiring the user to select a payment method and confirm the purchase.
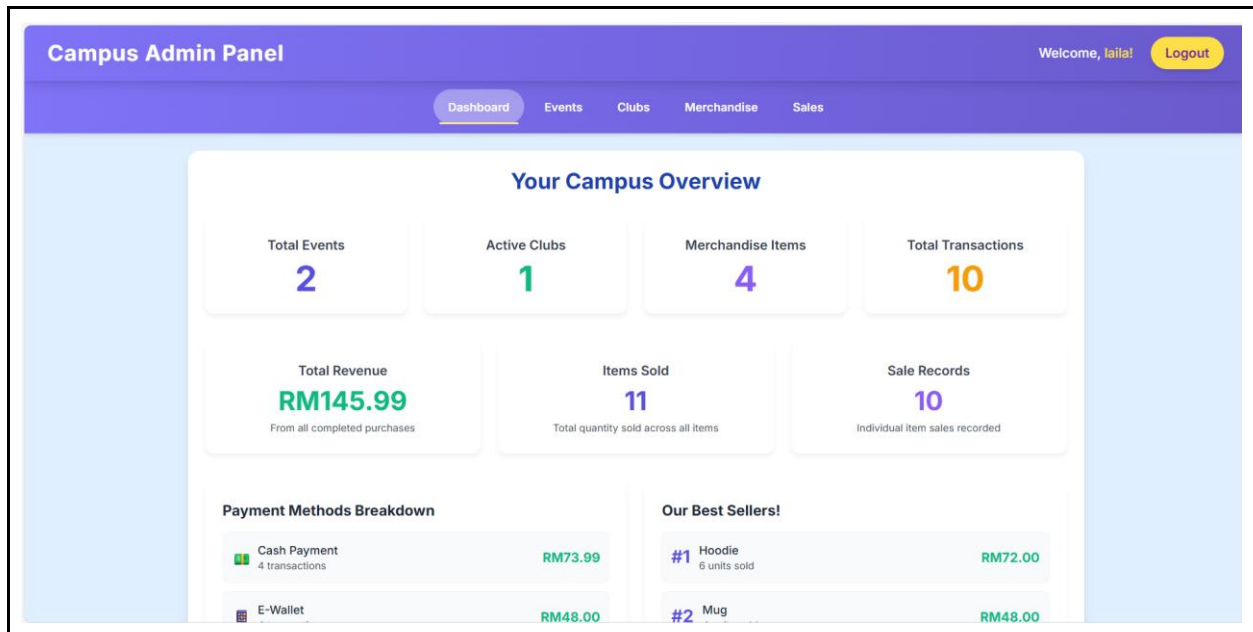
4.3 Administrator Functions

Figure 10: The administrative dashboard, presented to users with an 'admin' role, provides a centralized overview of system operations.
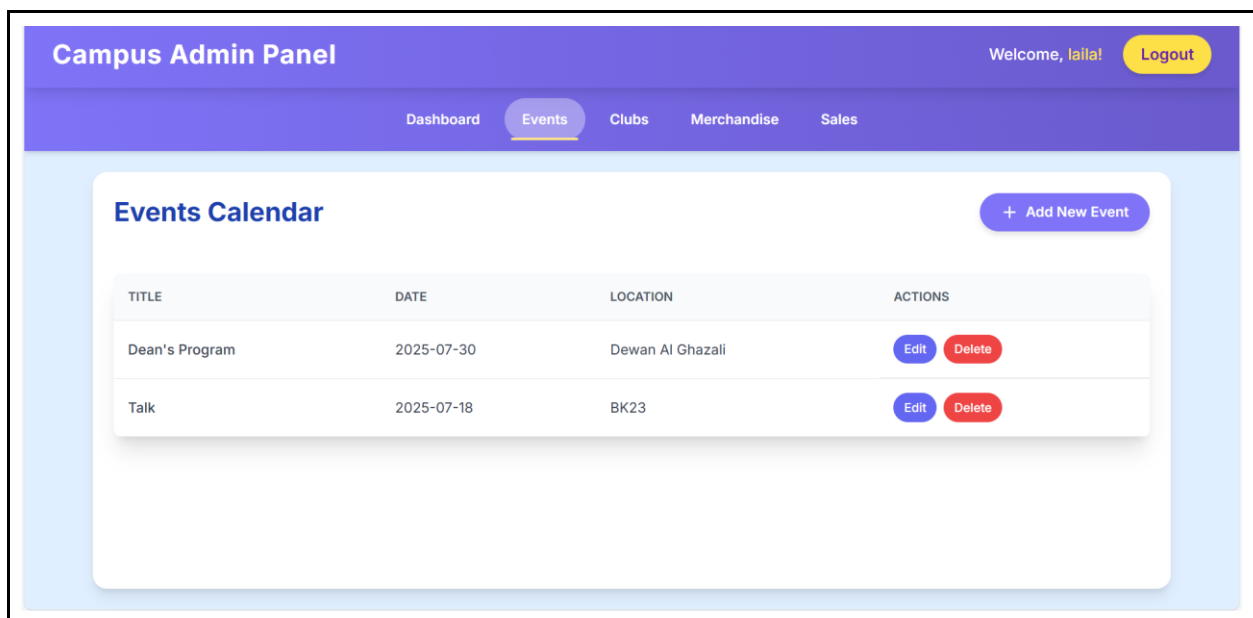

Figure 11: The administrative interface for event management, enabling administrators to add, edit, and delete events, with changes immediately reflected on the public user event page.

Figure 12: The administrative interface for adding a new event to the system.

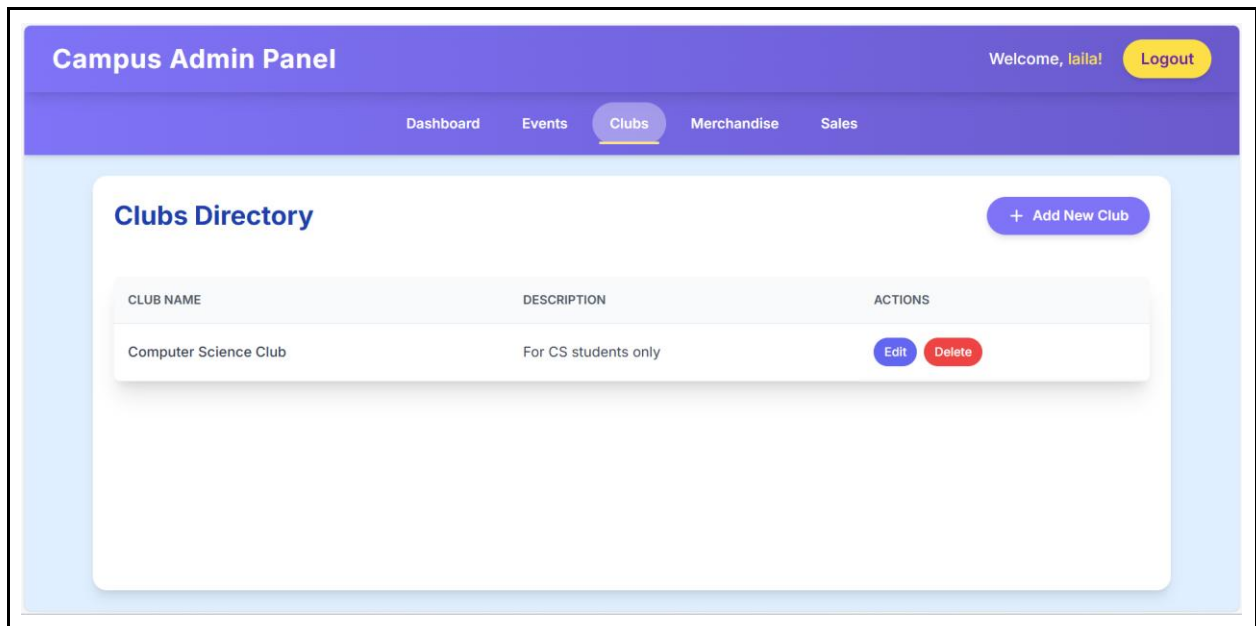Figure 13: The administrative interface for editing a event to the system.

Figure 14: The administrative interface for club management, enabling administrators to add, edit, and delete club, with changes immediately reflected on the public user event page.
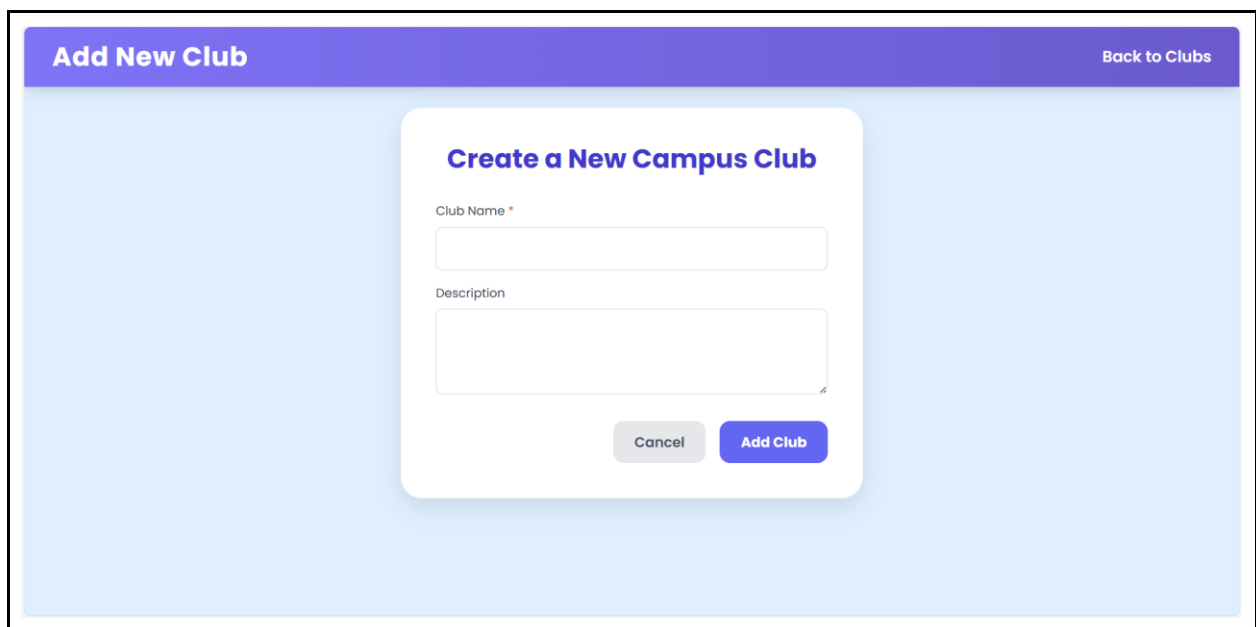

Figure 15: The administrative interface for adding a new club to the system.

Figure 16: The administrative interface for editing a club to the system.

Figure 17: The administrative interface for merchandise management, enabling administrators to add, edit, and delete merchandise, with changes immediately reflected on the public user event page.

Figure 18: The administrative interface for adding a new merchandise to the system.

Figure 19: The administrative interface for editing a merchandise to the system.

Figure 20: The administrative sales records interface, providing a comprehensive overview of all transactions, including customer details, purchased items, quantities, unit prices, totals, payment methods, and transaction dates.

Figure 21: The system's logout functionality, which upon activation, redirects the user back to the primary login interface.
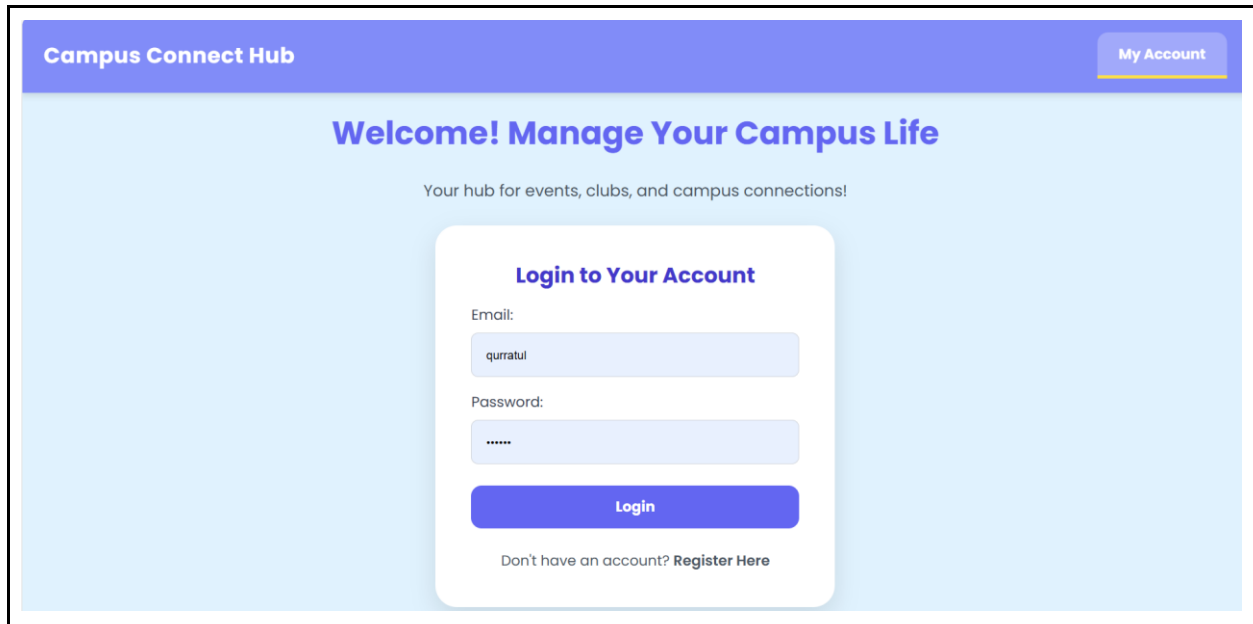
Figure 22: The visual confirmation of a successful logout, presenting the user with the login interface, thereby ensuring secure session management.

5.0 Conclusion

The Campus Event and Club Management System provides a robust solution for enhancing campus life by effectively managing events, clubs, and merchandise. By offering both administrative control and a user-friendly interface, the system aims to improve organization, promote student engagement, and simplify the process of accessing and participating in campus offerings. The comprehensive features, from event registration to merchandise sales and stock tracking, contribute to a more integrated and efficient campus environment.