

Event Easy (Smart Event Planning Application)

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ABSTRACT-There are large number of events which takes place everyday in the world. Whether it is marriage, college fest, Society event, or some small birthday party. Organizing and managing all these events required effective communication between event organizer and all the participants of the event. Today it is seen that due to lack of effective communication among the participants and the organizer events are not able to be organized as effectively as they could. This problem become more severe in case of group events like college or society events where number of participants are comparatively large. The choice of every participant matters and considering every participant choice becomes hard owing to all the solutions available today. To address problem, that is lack of effective participation in decision making regarding decisions of events of the participants we come up with an effective solution. Our proposed solution is to connect all the members that is organizer and participants through our web app (which we call “Event Easy”). “Event Easy” is a web application designed using React.js, CSS3, HTML5, javaScript for frontend and mongo DB, Express.js, Node.js and hyperledger for backend. The app would provide various facilities to its users like launching poll regarding decisions of event so as to have idea of choice of majority of participants. Application would allow consensus on cost providing kind of bargaining mechanism to participants. The app would also allow participants to track progress of event not only making the task of organizing event easier but also increase the participation of participants in decision making of event in comparison to traditional approach. It may occur that later one of the party whether it is participants or organizer deny the agreement. To overcome this problem and increase security app saves important event related data like cost agreement and event agreement in block chain.

Keywords:- Event, block chain, Consensus, React.js, CSS3, HTML5, javaScript, mongo DB, Express.js, Node.js and hyperledger

I. INTRODUCTION

Today events are part of life whether it is small society festival event or large college fest event. Managing these events was always the difficult task to achieve. Today event organizing is more than 100 billion industry but still planning for the events is performed using old days strategies. If we look for technological advancements in this field we find that there are no or very less advancements that were made. There is a need for some technical solution to allow easy event planning.

The aim of this project is to provide a technical way to efficiently plan group events. Here with the group events we mean, events where large number of people are part of event for example college fests and society festival celebrations, etc. In this application the main idea that is used is the “choice of majority matters”.

For every decision regarding event, organizer launches a poll to which participants give their choices. The choice which is selected by majority of people gets finalised. The application also allow consensus on cost so organizer can not charge wrong cost from participants. Event agreement security is ensured using block chain.

II. EXISTING SYSTEM

In the current scenario, the existing system has many flaws which make it inefficient to carry on with it. All the proposed systems seems to be incomplete in the sense that they only allow users to make kind of booking for the event and not provide them with the system which can allow to efficiently plan the event. The various drawbacks of the existing system can be stated as:

The participation of the participants or client of event is limited in decision making regarding the decisions of event.

With the currently available systems it is difficult to manage and organize group events like college fests or society celebration events.

here is no way for a client to track the

progress of event and for organizer to discuss issue if there is any.

There is no mechanism to ensure that proper cost is charged by organizer to participants.

There is no security of agreement of event. Organizer or participants may deny to the agreement later.

III. PROPOSED SYSTEM

The proposed system is going to completely change the way group events are planned today. Today, we do not have any efficient way to plan the group events. The proposed system will provide its users with a platform where they can connect themselves and can discuss the event plan. The app has been designed so that choice of every event participant can be ensured while taking decision. The app also allow users to have consensus on cost agreement ensuring that only correct cost is charged by organizer. The app provides functionality to participants to track progress of event time to time and discuss issues if there is any. The event agreement is stored in blockchain so later there is no way for organizer or participant to deny it.

IV. WORKING OF THE SYSTEM

The complete working of the application can be described in four phases:

Phase 1:

The organizer and participants need to login through their gmail account. The organizer would create event in application and would add all the participants of the event. At last organizer would start the event. All the participants need to join the event through application. Only those participants would be allowed which are added by the organizer while creating the event.

Phase 2:

The second phase is event planning phase where the

organizer would launch poll related to event.(for example- organizer can launch poll regarding the flowers to be used for decoration of event or may be regarding the food items that would be there in the event). Participants would select their choice and the choice which will get majority of selection would be get finalize.

Phase 3:

In this phase there will be consensus on cost agreement. Organizer will add cost for every item selected in phase 2. Participants would agree or disagree on cost depending whether they find it appropriate or not. If majority of people agree on cost then cost get finalized. This ensures charging of inappropriate cost by the organizer. If majority of people disagree with the cost then organizer need to reduce the cost for the item.

Phase 4:

In this Phase participants can discuss issues and can track the progress of the event time to time. The organizer will add progress time to time so that participants can track it whenever required.

V. MERITS

Easy to use: The application is user friendly. The graphical user interface designed with react and CSS3 allow easy and efficient interaction between the user and application.

Secure: There may be chances that later organizer or participants may try to deny the agreement. The application stores agreement on blockchain. As blockchain is immutable so there is no way for anyone to modify the agreement.

Better decision making: The application works on the principle of “majority wins”. This allow application to consider everyone ‘s choice. Leading to better decision making in event planning process.

Cost Agreement: The application allow consensus on cost agreement. Providing kind of bargaining mechanism to participants for cost agreement. This makes sure that organizer would not be able to charge inappropriate cost from the participants.

VI. SNAPSHOTS

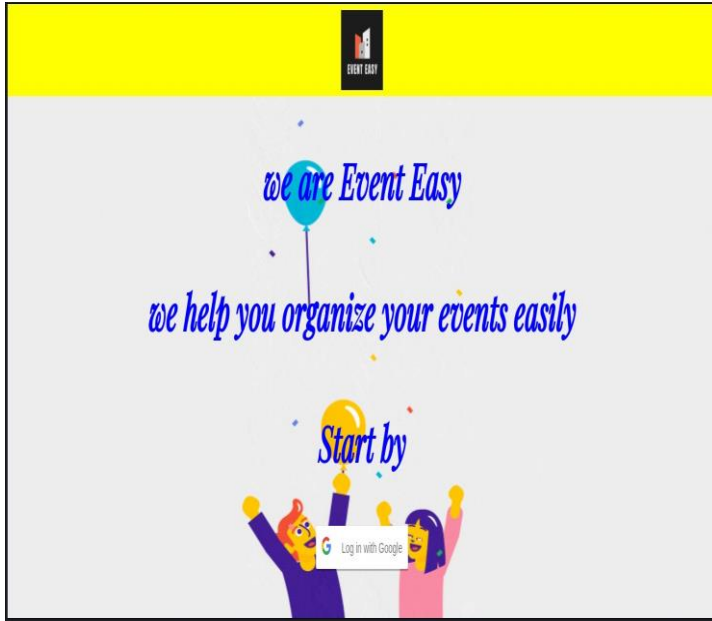


Fig 1: Welcome Page

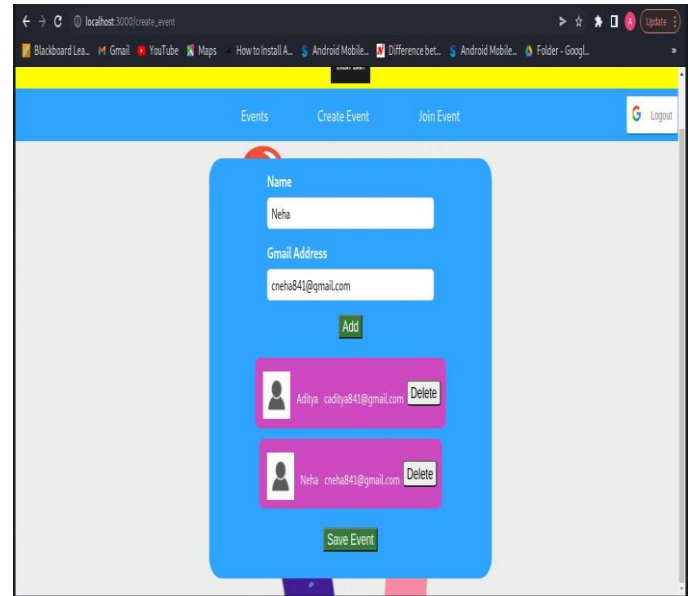


Fig 3.2: Create Event

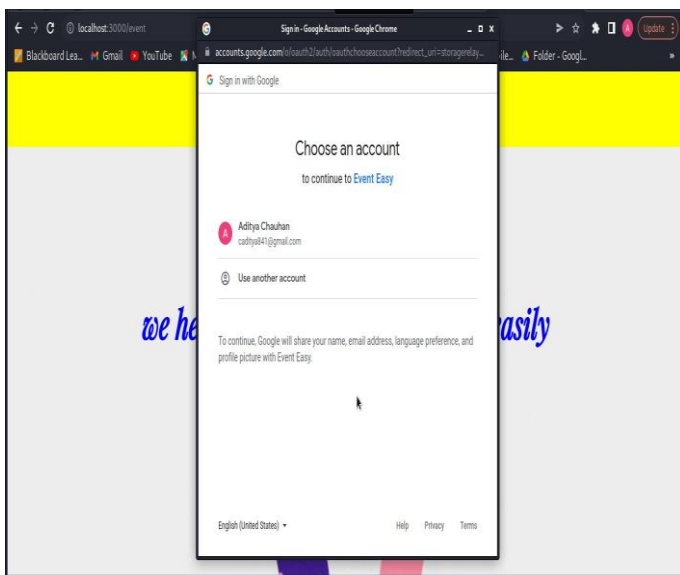


Fig 2: Google login

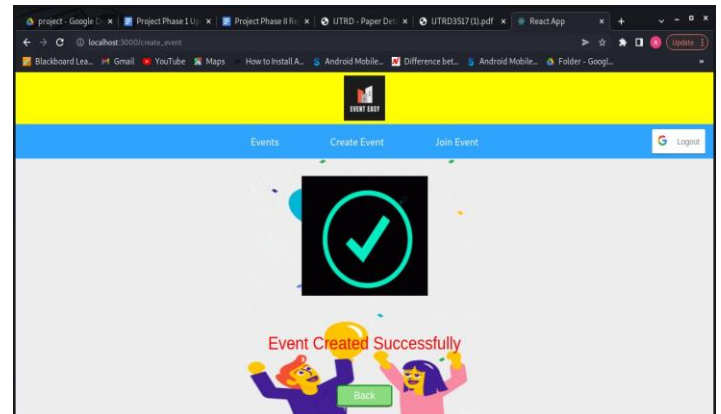


Fig 3.3: Create Event

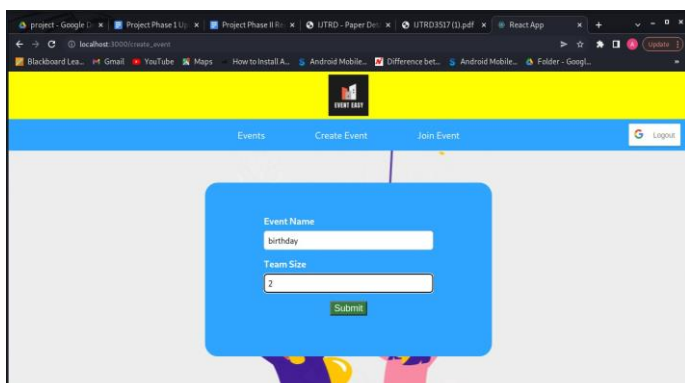


Fig 3.1: Create Event

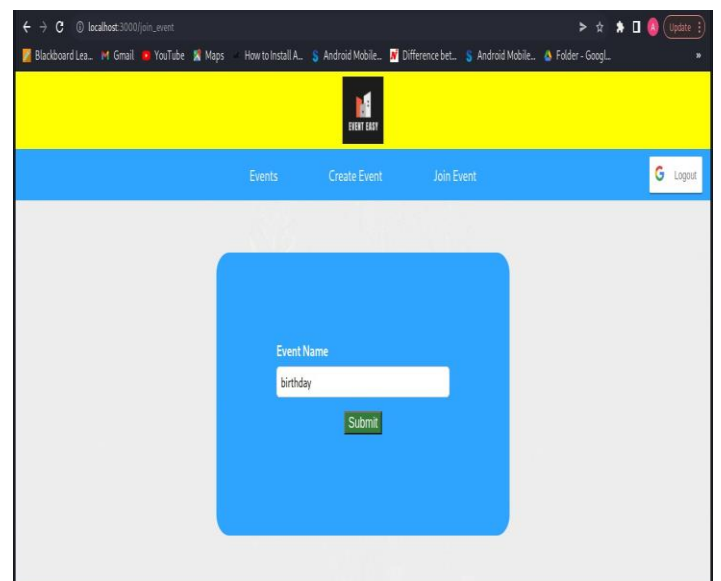


Fig 4.1: Join Event

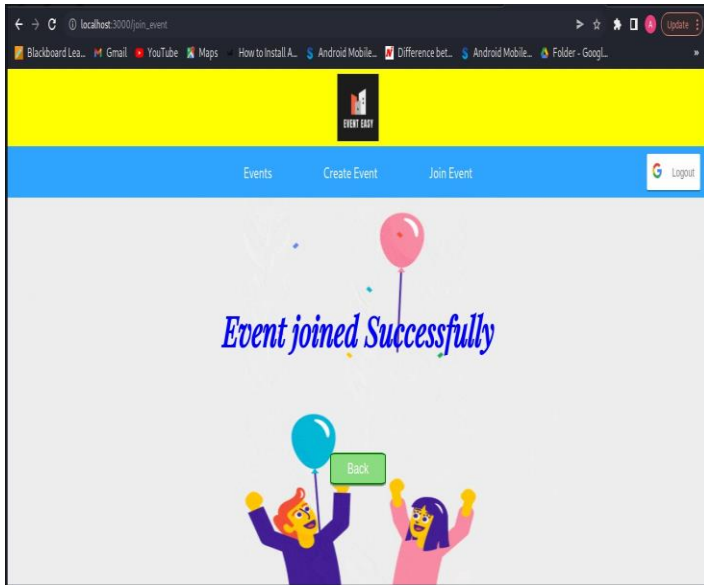


Fig 4.2: Join Event

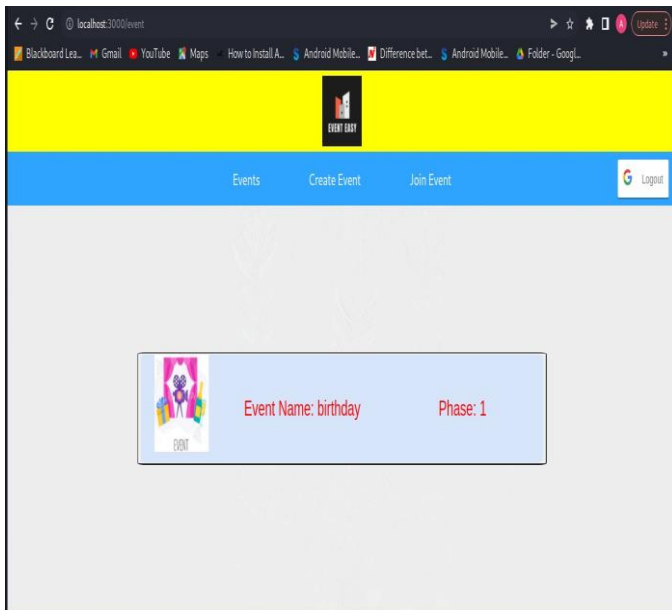


Fig 5: Events

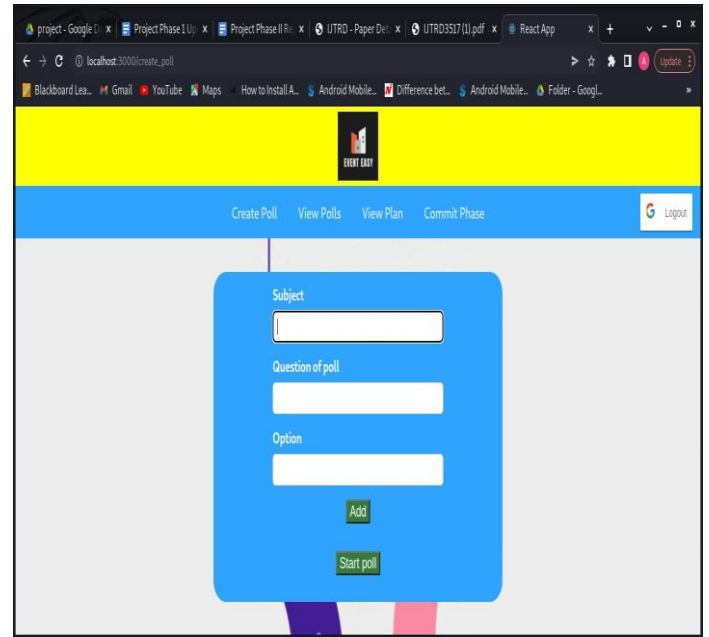


Fig 6.1: Create Poll and view of phase 1 for organizer

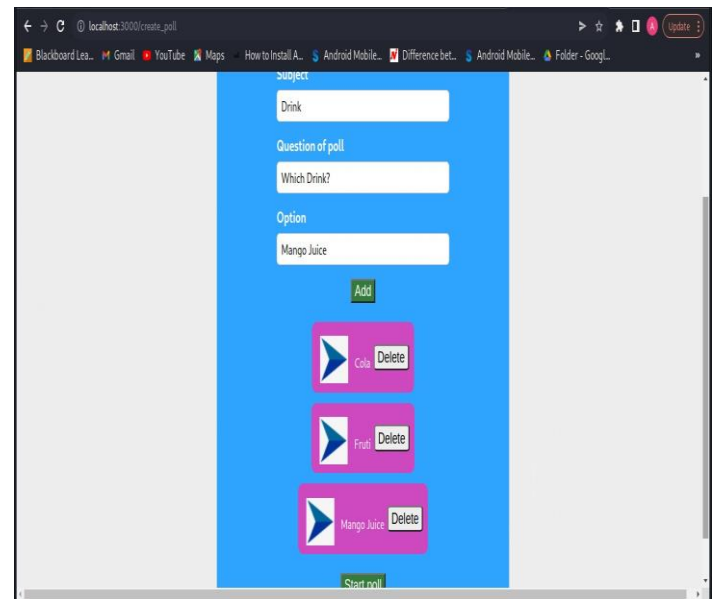


Fig 6.2: Create Poll (creating poll)

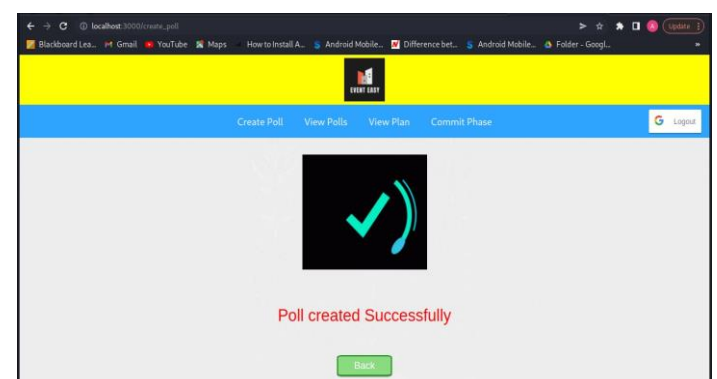


Fig 6.3: Create Poll (poll created)

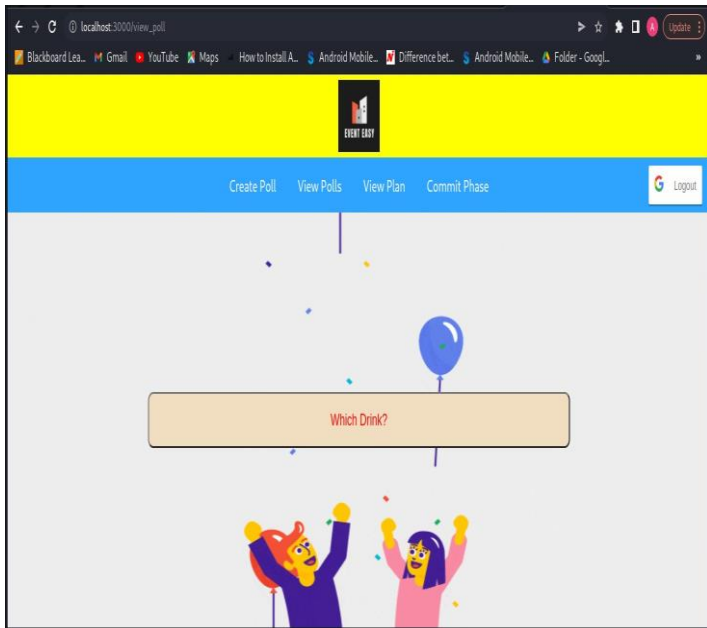


Fig 7.1: View Polls (viewing polls)

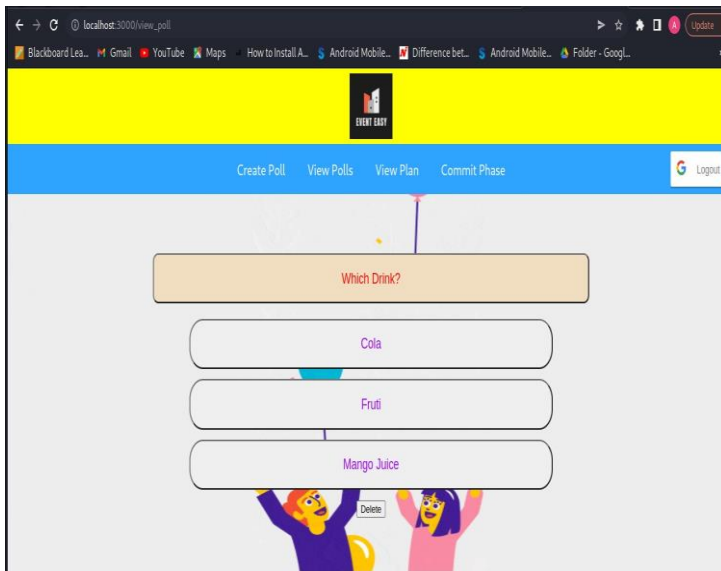


Fig 7.2: View Polls (option viewing)

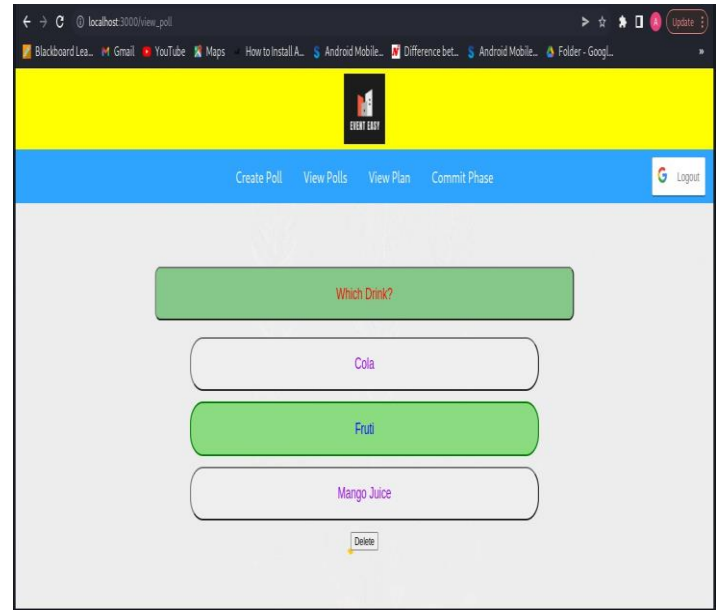


Fig 7.3: View Polls (option selected)

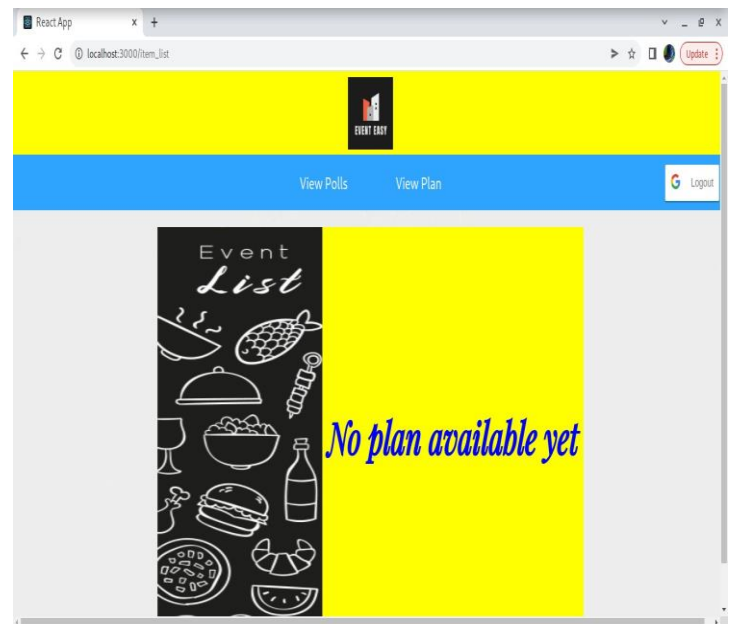


Fig 8: View plan and view of phase 1 for participant

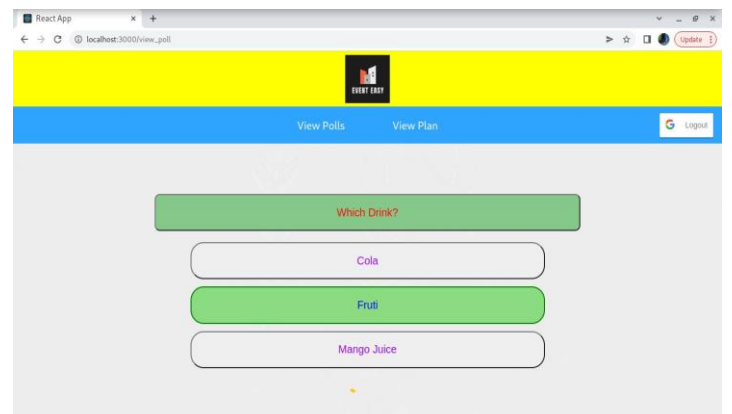


Fig 9: view poll for participant

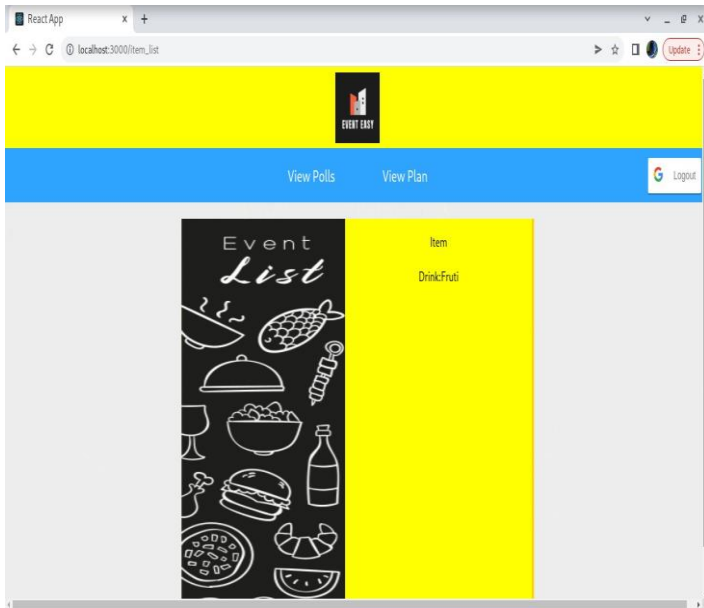


Fig 10: View Plan (after poll end)

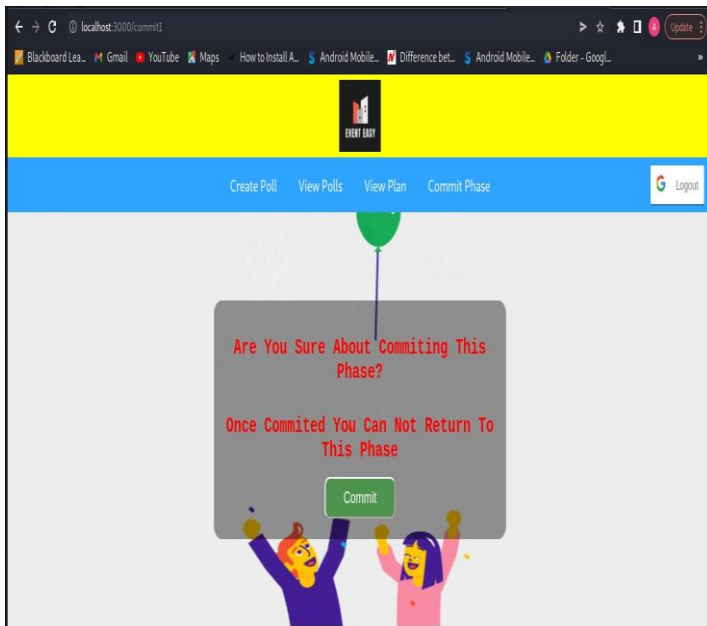


Fig 11: Commit phase (organizer)

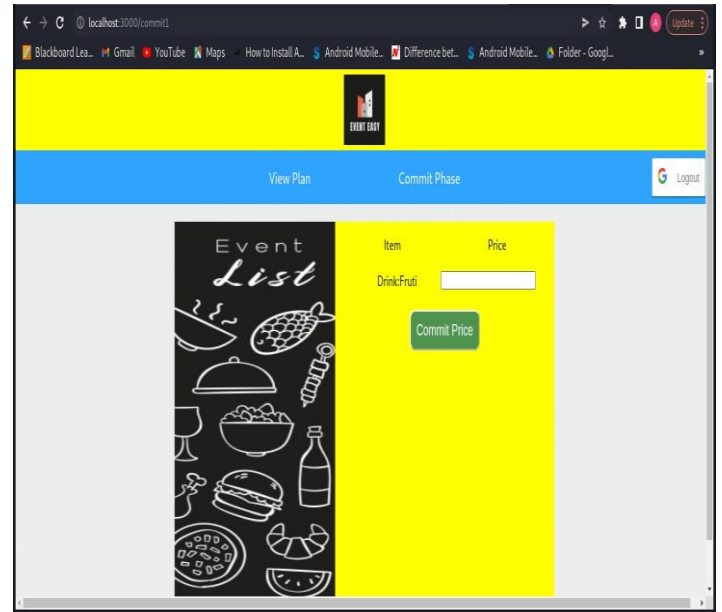


Fig 12: Phase 2 view for organizer

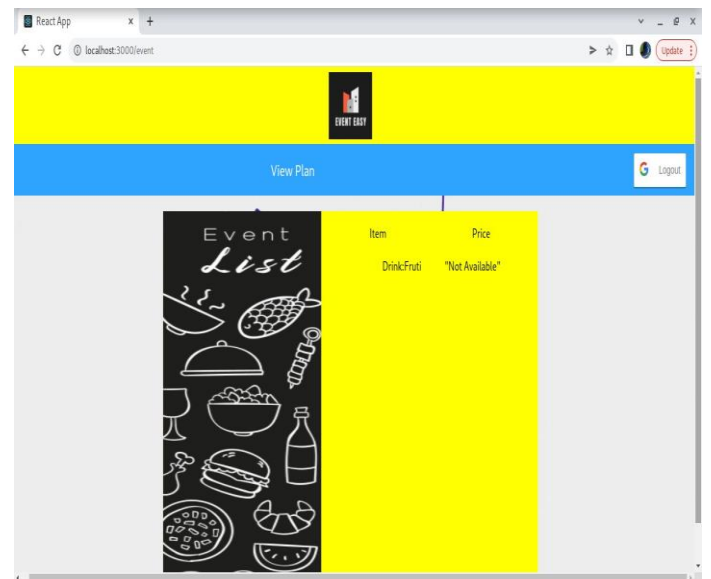


Fig 13: Phase 2 view for participant

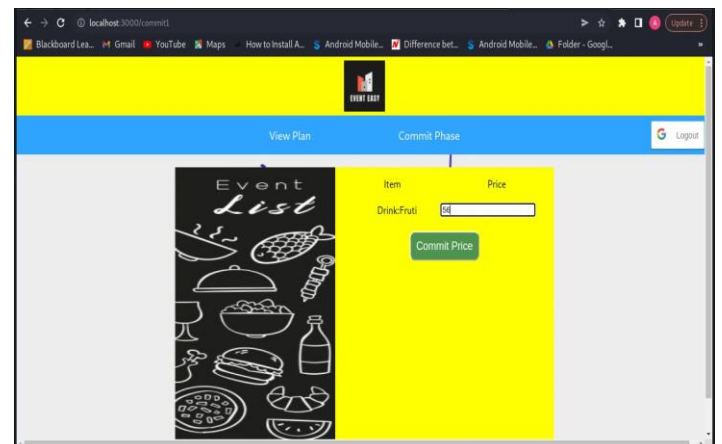


Fig 14.1: View Plan (adding cost, organizer)

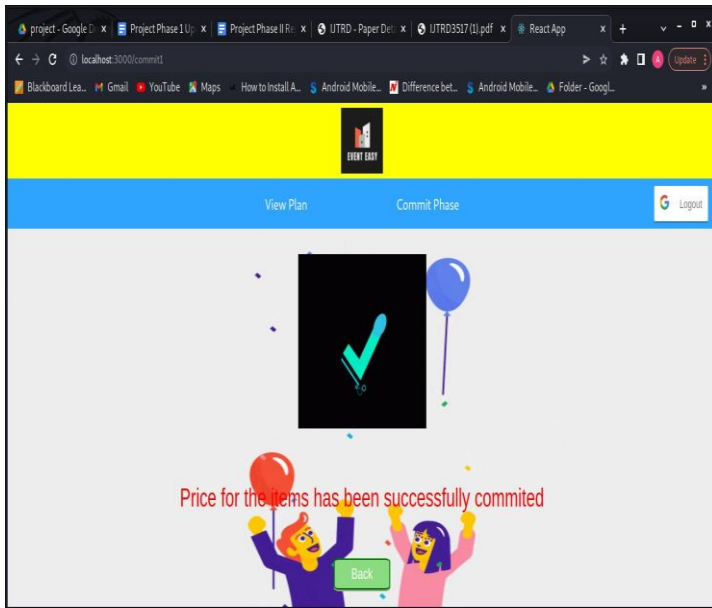


Fig 14.2: View plan (cost added, organizer)

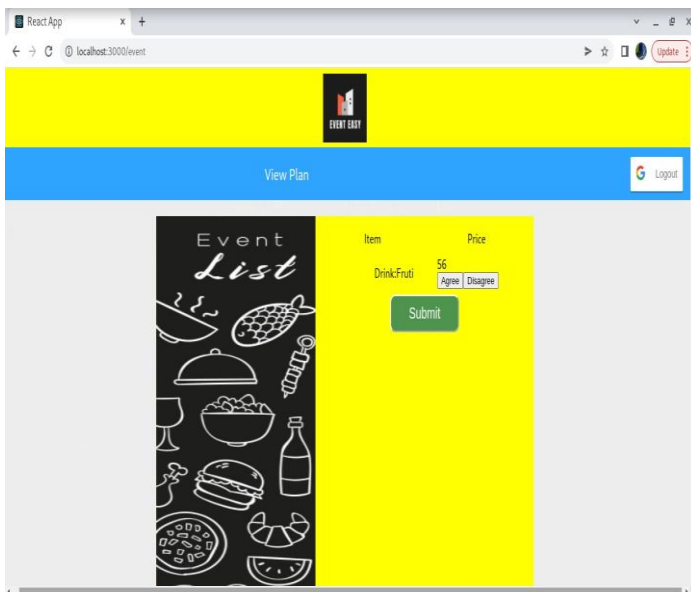


Fig 15.1: View plan (participant agree or disagree to cost)

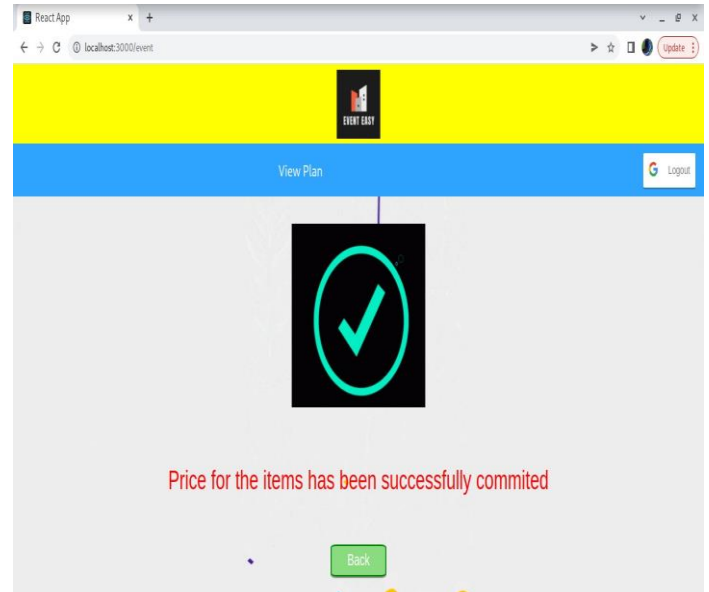


Fig 15.2:View plan (Participant submit their choice)

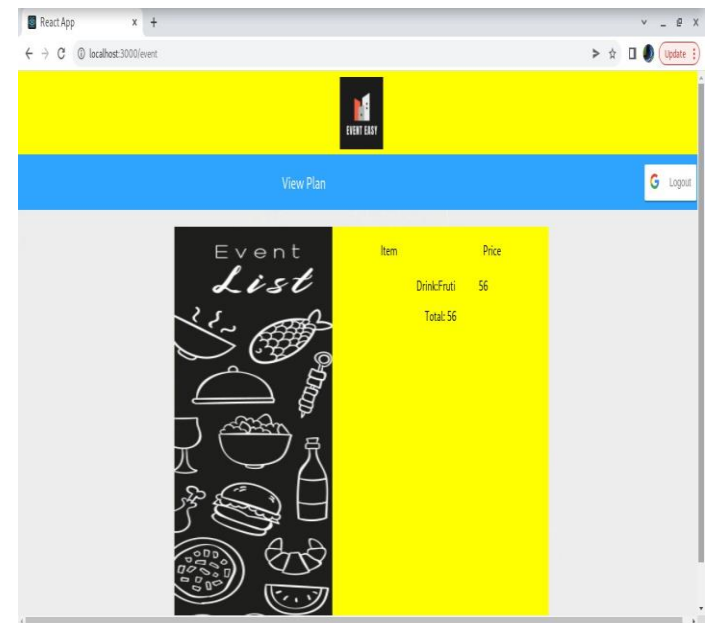


Fig 15.3: View plan (Cost for item gets finalised)

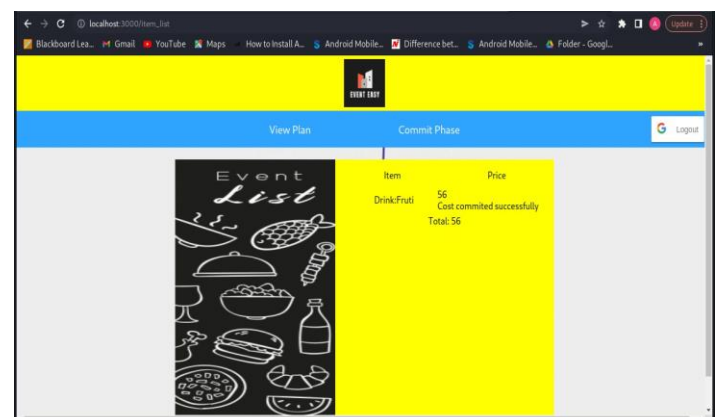


Fig 16: View plan (after commit for organizer)

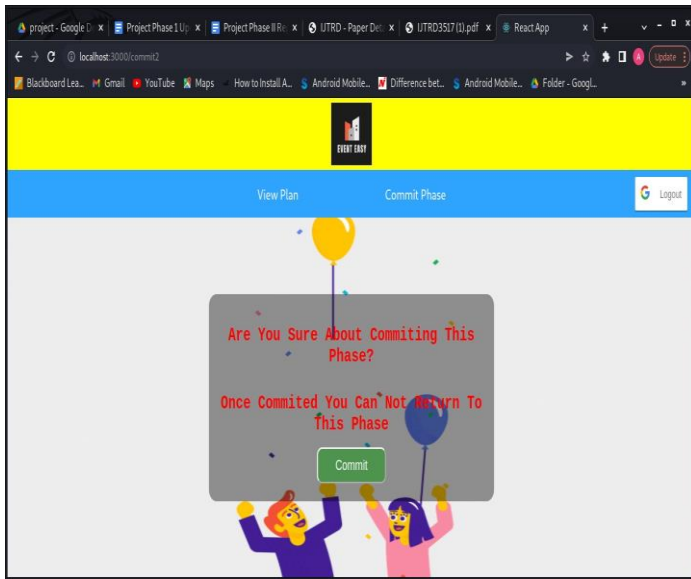


Fig 17: Commit phase (organizer)

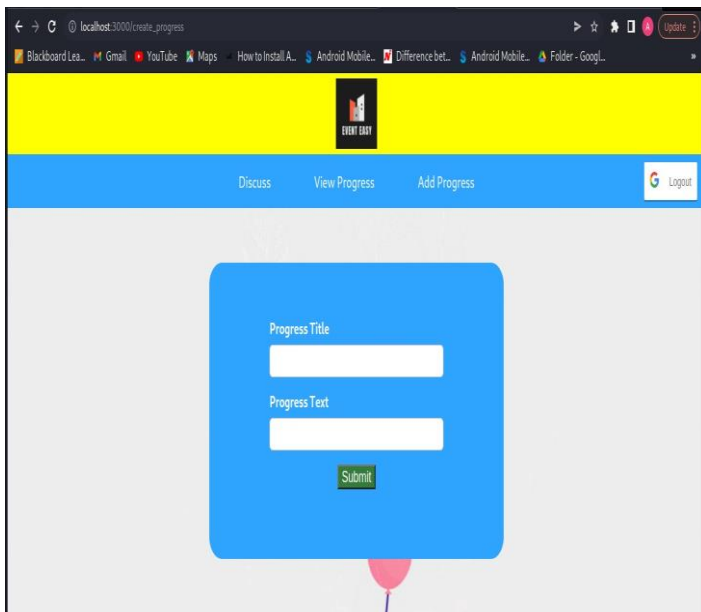


Fig 18: Phase 3 view for organizer

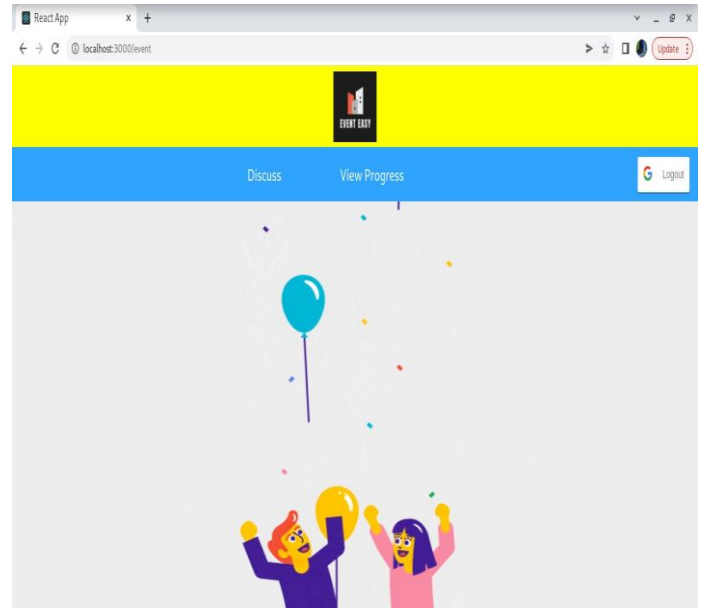


Fig 19: Phase 3 view for participant

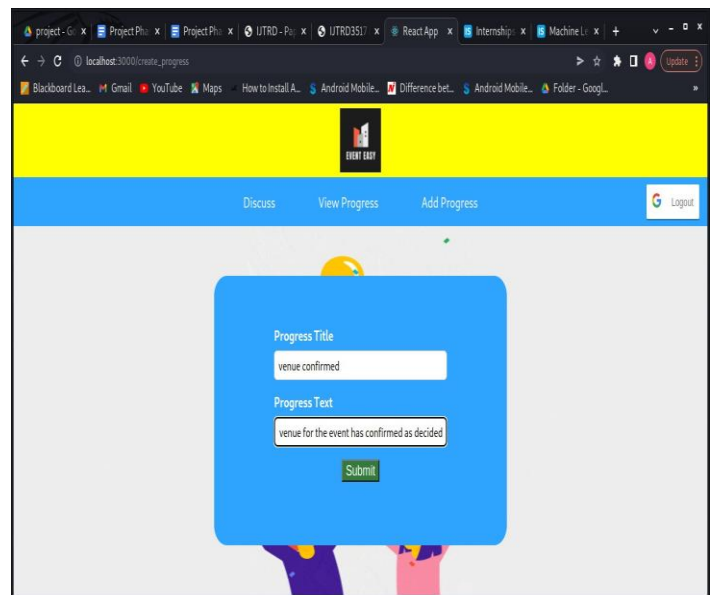


Fig 20.1: Add progress (organizer)

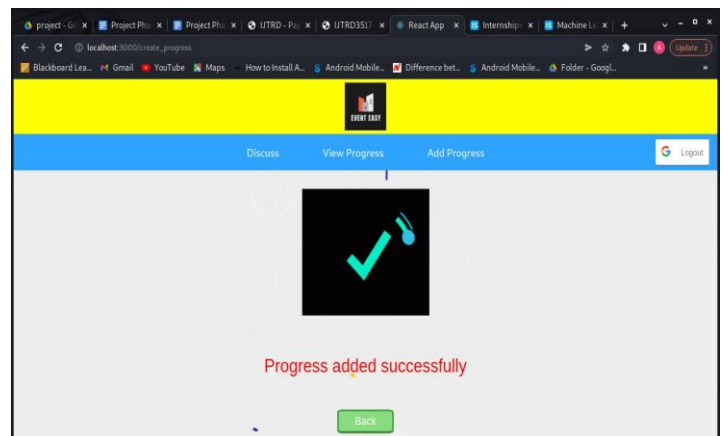


Fig 20.2: Add progress (progress added)

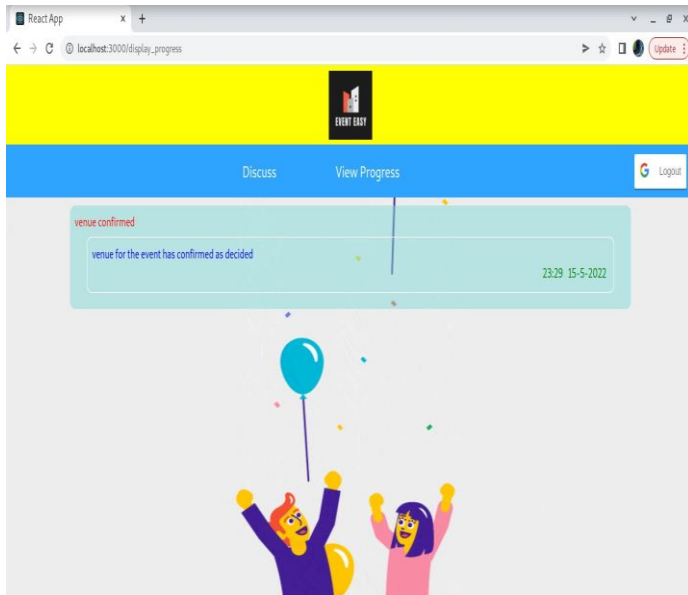


Fig 21: View progress

VII. CONCLUSION

The project will help in easy planning and reducing human efforts in planning of events. It will provide users a better way to plan events in comparison to

traditional ways that are used. The application will ensure everyone's choice in decision making hence leading to better decision making process. The app would provides security in terms of cost selection and agreement using blockchain. Participants can track progress and can discuss issues if there is any using chat support. Overall, application will going to provide efficient and better way to users for planning the events and going to replace the current traditional strategies for event planning.

VIII. SCOPE FOR FUTURE ENHANCEMENTS

In future payment module can be integrate in application. Addition of payment module in the application would fully automate the process of event planning.

The facility to organize virtual events can be added to provide full event planning and organizing solution to users.

Today, application is only limited to web. Introducing the application on various other platforms like android and iOS would help in increasing reach of application.