Online Movie Tickets Booking System

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ABSTRACT:

The **Online Movie Tickets Booking System** is a web-based application developed to streamline the process of booking movie tickets and improve the overall customer experience. Traditional ticket booking methods involve long queues, limited information, and time- consuming manual processes. This system addresses these issues by allowing users to book tickets online, view movie details, select seats, pre-order snacks, and choose parking spaces— all from the comfort of their homes.The platform incorporates modern features such as **real- time seat availability**, **secure payment gateways**, and **membership options (Silver and Gold)** that offer additional benefits and discounts.

INTRODUCTION

The Online Movie Tickets Booking system is a web-based platform designed to address the challenges of traditional ticket booking by providing an intuitive and user-friendly interface. It enables users to browse movies, select showtimes, choose their seats, and make payments securely—all in just a few clicks. This system not only saves time but also enhances the overall movie-going experience by ensuring convenience and transparency.

With the growing demand for online services, this project aims to develop a robust and scalable platform that caters to the needs of both movie-goers and theatre administrators. By integrating features such as real-time seat availability, secure payment gateways, and personalized notifications, the system strives to redefine the way movie tickets are booked, aligning with modern user expectations.

EXISTING SYSTEM

In existing movie ticket booking system is largely manual and lacks the convenience and features expected by modern users. Customers typically need to visit the theatre in person to check showtimes, ticket availability, and make bookings. This results in long queues, wasted time, and limited access to information such as movie reviews, customer ratings, and theatre comparisons.

Additionally, the system does not support refunds or seat reallocation, which can be a major inconvenience for users. There is also no provision for online snack ordering or parking reservations, forcing customers to stand in multiple queues.

Furthermore, people who do not have a bank account, or prefer not to share their financial details online, face difficulties booking tickets. The system also lacks integration between different theaters, preventing users from easily comparing shows and ticket prices across multiple cinema halls in the city.

Overall, the current system is inefficient, time-consuming, and fails to meet the expectations of today's digitally savvy customers.

PROPOSED SYSTEM

In Proposed Online Movie Tickets Booking System is a modern, user-friendly web platform that enables users to book movie tickets anytime, anywhere with just a few clicks. It offers features such as real-time seat selection, secure online payments, and detailed movie information including showtimes, reviews, and ratings.

To enhance user convenience, the system introduces membership plans (Silver and Gold) that offer exclusive perks like discounts and priority bookings. Users can also pre-order snacks, which will be delivered directly to their seats, and reserve parking spots online, reducing waiting times and improving the overall theatre experience.

The system helps theatre administrators by automating ticket management, reducing staff workload, and promoting shows through online marketing. It also allows for data analysis using booking records to generate useful insights and improve decision-making.

Overall, the proposed system bridges the gap between customer expectations and current offerings by delivering a convenient, efficient, and scalable movie ticket booking solution.

SYSTEM REQUIREMENT:

HARDWARE CONFIGURATION

The Hardware Configuration involved in this project is

- **Server System:**
  - Processor: Intel i5 or above
  - RAM: 8GB or higher
  - Storage: 500GB HDD or SSD
  - Network: High-speed internet connection (30Mbps recommended)
- **Client System:**
  - Device: PC, Laptop, Smartphone, or Tablet
  - Browser: Modern browser (Chrome, Firefox, Edge, Safari)
  - Network: Stable internet connection

SOFTWARE CONFIGURATION

The Software Configuration

- **Operating System:**

- Server: Linux (Ubuntu/CentOS) or Windows Server
- Client: Windows, macOS, Android, iOS

- **Backend Development Tools:**
  - Programming Languages: PHP.
- **Frontend Development Tools:**
  - HTML, CSS, JavaScript
- **Database:**
  - MySQL.

LANGUAGE USED:

- **FRONT-END :** HTML, CSS, JS
- **BACK-END :** PHP
- **DATABASE :** MY-SQL

ER DIAGRAM:

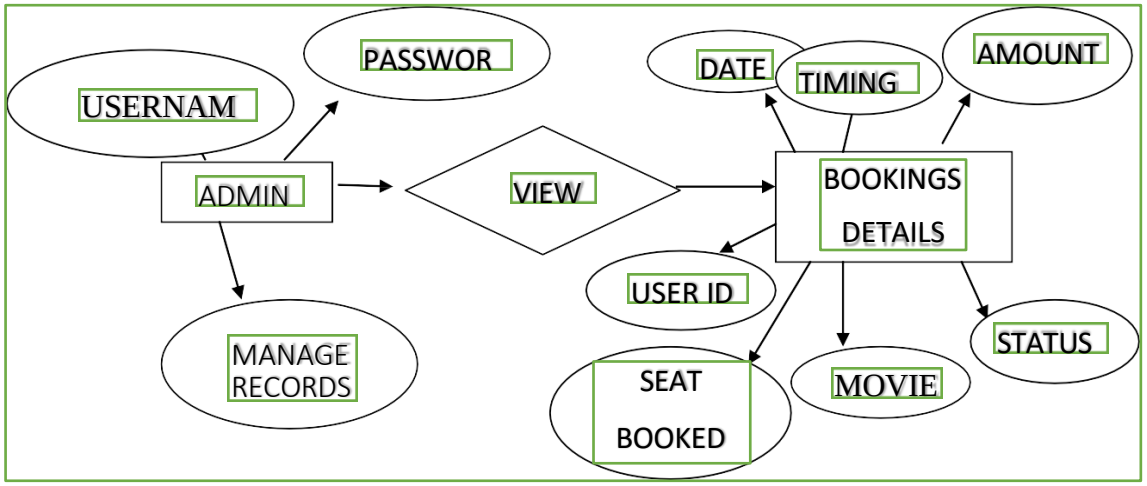

TABLE STRUCTURE

1. Users Table

Column Name	Data Type	Constraints
user_id	INT (AUTO_INCREMENT)	PRIMARY KEY (PK)
name	VARCHAR (100)	NOT NULL
email	VARCHAR (150)	NOT NULL

phone	VARCHAR (15)	NOT NULL
password	VARCHAR (255)	NOT NULL

2. Movies Table

Column Name	**Data Type**	**Constraints**
movie_id	INT (AUTO_INCREMENT)	PRIMARY KEY (PK)
title	VARCHAR (200)	NOT NULL
genre	VARCHAR (100)	NOT NULL
language	VARCHAR (50)	NOT NULL
duration	INT	(in minutes)
release date	DATE	NOT NULL

4. Shows Table

Column Name	**Data Type**	**Constraints**
show_id	INT (AUTO_INCREMENT)	PRIMARY KEY (PK)
movie_id	INT	FOREIGN KEY (FK) → Movies(movie_id)
theatre_id	INT	FOREIGN KEY (FK) → Theatres(theatre_id)
show_time	DATETIME	NOT NULL
price	DECIMAL (10,2)	NOT NULL

5. Booking Seats Table

Column Name	Data Type	Constraints
booking_seat_id	INT (AUTO_INCREMENT)	PRIMARY KEY (PK)
booking_id	INT	NULL
seat_id	INT	NULL

6. Payments Table

Column Name	Data Type	Constraints
payment_id	INT (AUTO_INCREMENT)	PRIMARY KEY (PK)
booking_id	INT	FOREIGN KEY
payment_method	VARCHAR (50)	(Card, UPI, Net Banking, Wallet)
transaction_id	VARCHAR (100)	NOT NULL
payment_date	TIMESTAMP	DEFAULT CURRENT_TIMESTAMP
amount	DECIMAL (10,2)	NOT NULL

UNIT TESTING

Unit testing, a testing technique using which individual modules are tested to determine if there are any issues by the developer himself. It is concerned with functional correctness of the standalone modules. The main aim is to isolate each unit of the system to identify, analyze and fix the defects.

PERFORMANCE TEST:

The Performance test ensures that the output be produced within the time limits, and the time taken by the system for compiling, giving response to the users and request being send to the system for to retrieve the results.

INTEGRATION TESTING

Upon completion of unit testing, the units or modules are to be integrated which gives raise to integration testing. The purpose of integration testing is to verify the functional, performance, and reliability between the modules that are integrated.

ACCEPTANCE TESTING:

User Acceptance Testing is a critical phase of any project and requires significant participation by the end user. It also ensures that the system meets the functional requirements.

CONCLUSION

The entire project has been developed and deployed as per the requirements stated by the user; it is found to be bug free as per the testing standards that is implemented. Any specification- untraced errors will be concentrated in the coming versions, which are planned to be developed in near future.

The system at present does not take care of the money payment methods, as the consolidated constructs need SSL standards and are critically to be initiated in the first face; the application of the credit card transactions is applied as a developmental phase in the coming days. The system needs more elaborative technicality for its inception and evolution.

With the growing demand for **digital services**, this system provides a **convenient and scalable solution**, reducing manual errors, long queues, and last-minute booking hassles. Future enhancements, such as **AI-based movie recommendations and loyalty rewards**, can further improve user engagement.

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