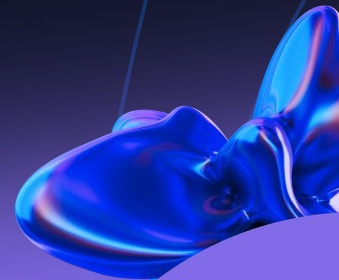
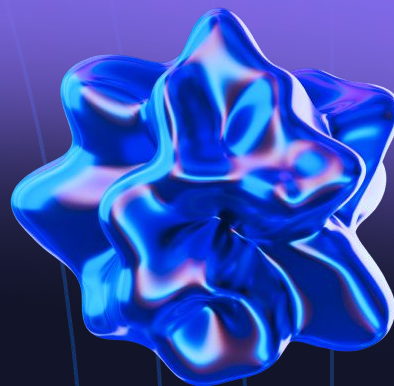




УНИВЕРСИТЕТ
ИННОПОЛИС

Innopolis University Room
Booking System

Bookrooms



Our Team



Ismagil Iskakov (Lead)

- Frontend
- Design
- 3D modeling

Mikhail Gladyshev

- Backend
- Database

Matvey Platonov

- Frontend

Vladislav Kishkovskiy

- Backend

Aleksandr Ryabov

- Frontend
- 3D graphics

Said Nurullin

- Reports
- 3D modelling

Alexander Sevastyanov

- Frontend

The Problem



Current room booking service is inconvenient

- Time-consuming booking process
- Difficulty finding available rooms
- Lack of user-friendly interface
- Limited information and features

Rooms Booking

Печать

Июль 2024

Понедельник	Вторник	Среда	Четверг	Пятница	Суббота	Воскресенье	14 июля 2024 г.
1 июл 0:00 sth 9:00 Образ	2 9:00 Образ 16:30 Инно	3 0:00 Projec 9:00 Образ	4 9:00 Образ 19:00 Study	5 9:00 Образ 16:30 Инно	6 0:00 hatack 7:00 hatack	7 0:00 Hatack 1:01 Hatack	9:00 Образова 7 ч. Univers 17:00 name 30 мин. Lec
+1	+2	+2	+1	+3	+5	+6	18:00 Консультаци 1 ч. Lecture 23:30 Preparation 2 ч. 50 мин
8 9:00 Образ 19:00 SWP	9 0:00 SWP 9:00 Образ	10 0:00 Study 9:00 Образ	11 0:00 FW. Sv 9:00 Образ	12 9:00 Образ 19:00 Align	13 9:00 Образ 17:00 name	14 9:00 Образ 17:00 name	
+1	+2	+2	+2	+1	+1	+2	
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Title

Start End

ДД.ММ.ГГГГ - ДД.ММ.ГГГГ

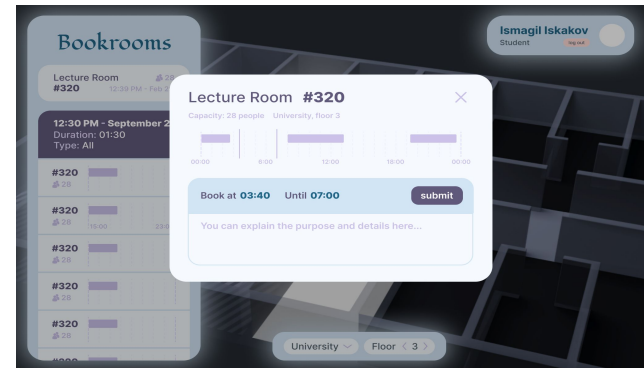
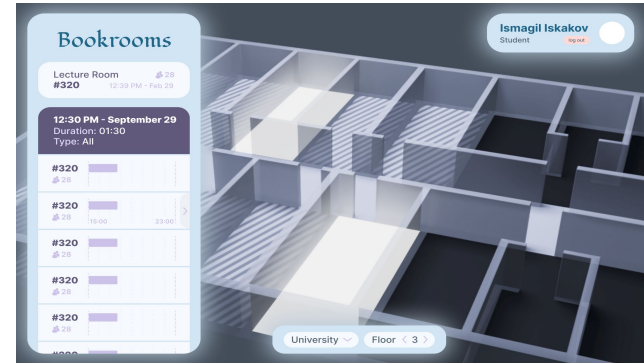
BOOK ROOM

Our Solution



We developed a better system

- Real-time room availability checking
- Specific room booking with ease
- Interactive 3D campus model for navigation
- User friendly booking management (insert, update, delete)



Key Features & Benefits



- Fast and efficient room search
- Intuitive user interface
- Improved visibility of room availability
- Enhanced user experience with 3D visualization

Bookrooms

Ismagil Iskakov

Student

log out

Lecture Room  28
#320 12:39 PM - Feb 29.

12:30 PM - September 29
Duration: 1.5 hours
Type: All

Lecture Room  28
#320 free

Meeting room  6
#3.1 free

Lecture Room  28
#320 free

Lecture Room  28
#320 3:40 PM

Lecture Room  28
#320 taken

Demo

University 

Floor < 3 >

Technology Stack



- Frontend: Vite & Svelte
- 3D Graphics: Three.js library
- Backend: Go
- Database: PostgreSQL

Roadmap & Future Plans



- Phase 1: Enhancements & Additional Features (Calendar export, notifications, user feedback integration)
- Phase 2: Expansion & Optimization (Integration with university systems, performance optimization, mobile version/app development, advanced account management)

Acknowledgements



- Rustam Lukmanov - Our TA
- Vladislav Deryabkin - Leader of the previous year capstone team “Bookinng”.



Q&A

