



ABSTRACT

Reefpoint Video Haus , a recognized video shop by the Video Regulatory Board has been in the business for the past 5 years. It has been serving a lot of families in the said community. However, due to the growing number of customers that ReefPoint is serving, the management has been encountering problems especially in maintaining its customer's records .The number of items the said shop has also is getting bigger that's why they are having a hard time locating these items. There are times that a certain customer is asking for a certain movie title , yet management cannot answer the customer if the item is available or not. There are even times that personnel make computations especially when there are many customers inside the shop. These are some of the reasons why the management has decided to start maintaining its resources.

The proponents have combined the Phase Life Cycle and Prototyping as their methodology. They applied the Phase Life Cycle from the Analysis phase up to the Design phase .Then in the implementation and in the Testing phase , Prototyping enters. As if prototyping is inside a loop, whenever the customer wants something to be changed the process is to go back to the implementation phase again until all of the customer's requirements are met.

The proponents have met all of the management's requirements .However the proponents are encouraging the next batch to do more by implementing a similar kind of system in a network environment. The proponents are also encouraging the next batch to allow the management to capture images and movie clips that will be of great of help since these can motivate others to rent in the said video shop.