

Local Events Application

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Introduction

1.1 Foreword

This application provides a single resource for discovering local events that people might be interested in. This application is meant to serve people who are looking for something to do or just want to try something new. This service would be similar to Meetup in that people can find local events to participate in and try something new. The differences between our application and Meetup are that a membership is not required, there are no groups that you would have to join or request to join, and you can produce a list of local events based on interests or just location and participate in any of them.

This application would work by discovering the user's location using the geo-location function on the device or accept a zip code, and produce a list of events within the area that have been posted on Eventful API

Building the application involves coding the application in JavaScript, creating a user interface with jQuery Mobile, connecting the application to the Eventful API, and Google Maps API, then packaging it using PhoneGap.

2. Project Organization

2.1 Development Model

Home Page

Menu Buttons: Location, Categories, Date

Location Page

Enter State:

Enter City or Zip Code:

Categories Page

Arts → Arts events page: Show information about events that is related to art

Bars → Bars events page: Show information about events that is related to bars

Restaurants → Restaurant events page: Show information about events that is related to Restaurants

Night Clubs → Night Club events page: Show information about events that is related to Nightclubs

Dates of Events Page

Option: Coming up soon

Option List Sunday Events

Mondays Events
Tuesdays Events
Wednesday Events
Thursday Events
Friday Events
Saturday Events

2.2 Project Team

The table below lists the members of the EVENTS project team. The project Team consists of 2 members

Project Team
User Interface: Jennifer
Geo-locator: Brian
API: Brian/Jennifer
Architecture: Jennifer
Backbone.js: Brian
(Mobile devices Tester) Brian, Jennifer
Desktop tester: Jennifer
JavaScript: Brian/Jennifer
Html/ CSS: Jennifer/Brian

3. Risk Analysis

3.1 Risk Analysis

Risk	Affects	Descriptions
Geo-Location	Cant auto-query location	The Geo-Location is need to auto produce locations and query nearby events. No able to connect with the API or have any experience with Geo-Locator.
APIs	Entire app is useless without the information	APIs: GoogleMaps, Eventful The API is needed to find and return event information. Inexperience with APIs and cannot connect them to our app
Backbone.JS	Communication	Without Backbone.js we cannot

	with the API	communicate with the APIs
Time	Incomplete Project	Our concern is that we won't be able to fully implement all the features our application would need to be successful
JavaScript	Won't be able to code anything functional	JavaScript is required to create any and all functionality for our application beyond the jQuery plugins we will use to build the interface.

3.2 Risk Analysis (i)

Risk	Probability	Effects
APIs	80%	The entire app is not functioning properly and will be unable to get information.
Geo-location	70%	Unable to use auto produce locations and query events
Backbone.js	65%	The app will not function properly
JavaScript	50%	The consist a good proportion of the app, and without it the app will not work
Time	35%	If we don't finish in time most of application would be incomplete and have less features

3.2 Risk Analysis Strategy

Risk	Solution / Mitigation
APIs	Look at tutorials, ask for assistances, read books about APIs
Geo-location	Practice coding, tutorials; ask for assistance, research on ways of using Geo-locator.
Backbone.js	Understand the concept, practice coding with backbone, ask for help if required
JavaScript	Know the concept behind JavaScript, practice coding,
Time	Use time span wisely, focus on goals, set dates for things to be done.

4. Hardware and Software Requirements

Hardware:

Build code on: Laptop, Desktop computers

Run code on: Mobile devices, desktops and laptops.

Software:

Build could on: coda2, komodo

Run code on: Safari, Google Chrome

5. Schedule and Work Breakdown Structure

Week 1: Clearly assess roles, capabilities, continue research and begin code structure.

Week 2: Start on building the site jQuery Mobile, begin basic core structure of higher functions in Backbone.

Week 3: Dealing with API

- A. Begin with Eventful API
- B. Move on with geo-location
- C. Create other filtering functions

Week 4: Clean up and test application, improve and, if possible, further develop the application.

Week 5: Last week for testing