Description of Business Idea:

Barbecrowd is an event planning and crowdsourcing platform to help barbecue enthusiasts plan a barbecue by providing a single place of information and distributing the organization of essential items between invited guests.



Use Case Description

Creating an Event

- Two roles for every event: HOSTS and GUESTS.
- Logged in user creates a new Barbecrowd event.
- Creator is assigned HOST role.
- Initial data: Name, Location, Date, Time.
- Event is added to an overview of upcoming events.
- Additional overview for past events.

Sending and Receiving Invitations

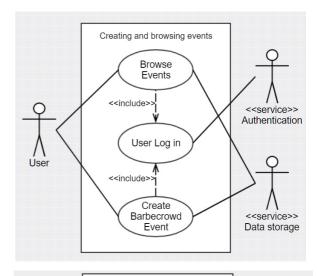
- Logged in Hosts are able to create and send invitations.
- Users can be invited as HOST or GUEST.
- Receivers are specified using e-mail or Barbecrowd account.
- Received invitations can be viewed by logged in users.
- Invited guests accept or reject the invitation.

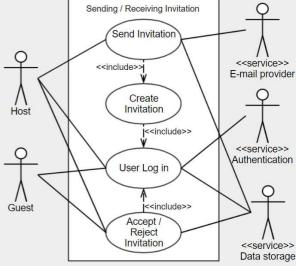
Adding/Editing Items

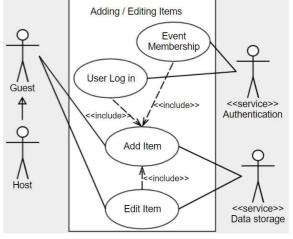
- Required items are listed for each event.
- Name, Cost (opt.), Category, Assigned guest (opt.), Count.
- Logged in guests of an event can view and add items to declare which items are needed.
- Logged in guests of an event can declare which items they intend to bring by editing Count, Cost and Assigned fields of an item.
- Item list is sortable and searchable.
- · Unassigned Items are highlighted.

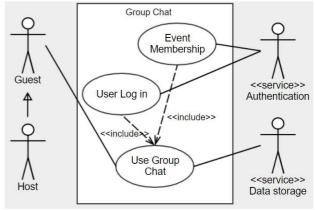
Group Chat

- Logged in guests of an event can use a group chat to communicate.
- Chat displays all previous messages with their timestamps and senders.
- Senders are distinguished by their account name and profile picture.

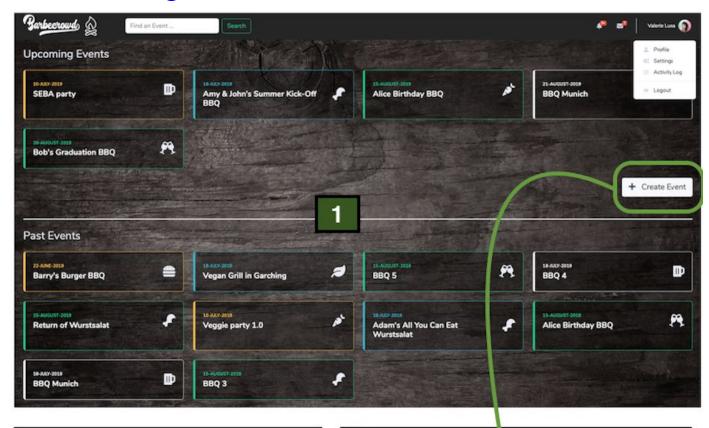






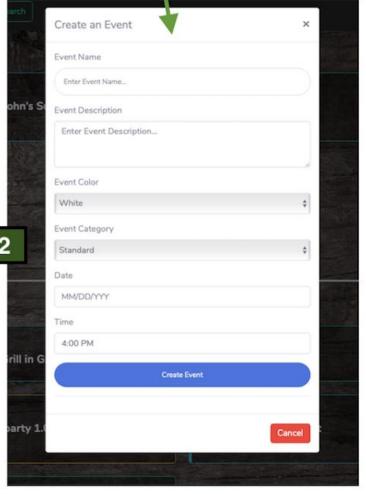


1. Creating an Event

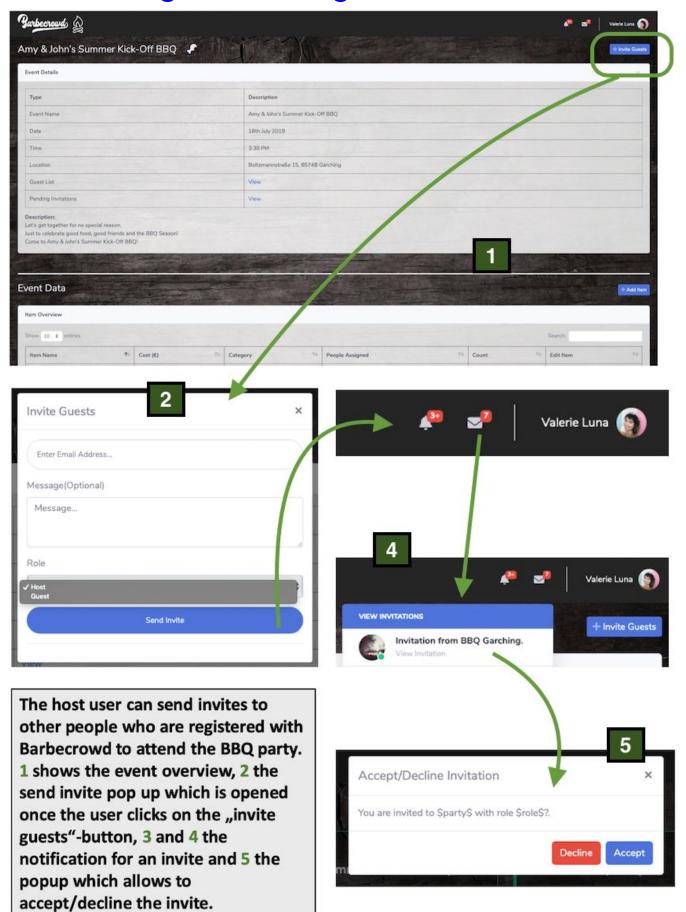


The user can create a barbecue event and specify the event metadata like event name, location and time.

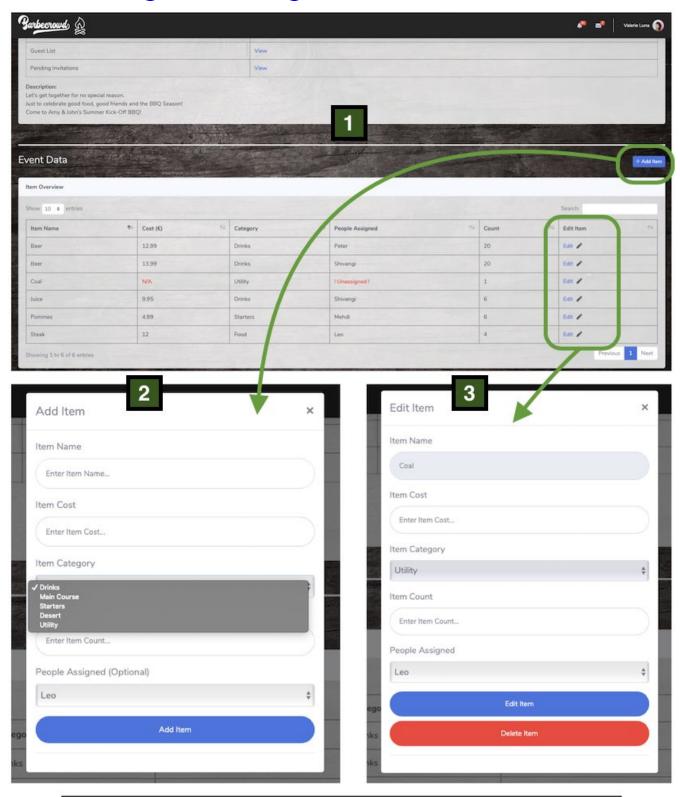
1 shows the event list and 2 shows the popup which is opened once the user clicks on the "Create Event"button.



2. Sending/Receiving an Invitation

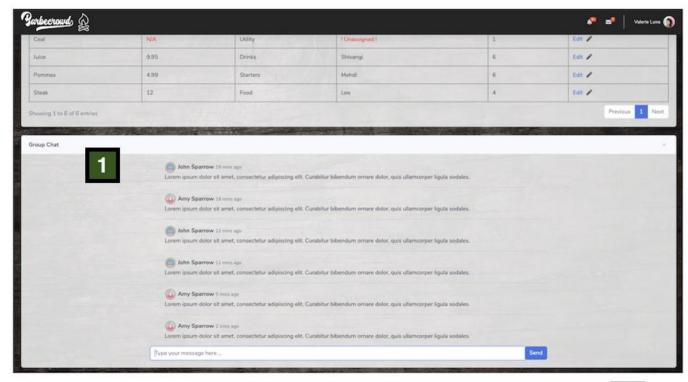


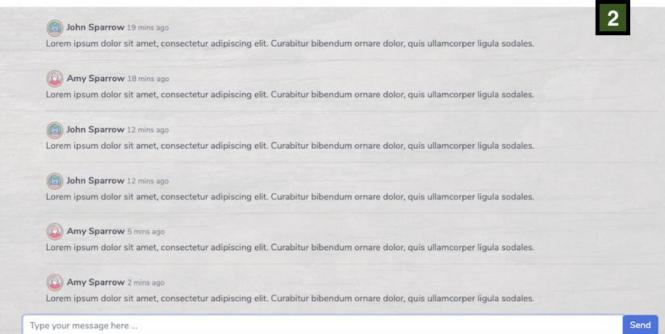
3. Adding/ Editing Items



The user can add and edit items. 1 shows the item overview. 2 shows the add item pop up which is displayed once the user clicks on the "add item"-button. It allows the user to add the item and also to assign it to a participant. 3 shows the edit item pop up which is shown once the user clicks the "edit"-button of an item.

4. Group Chat





1 and 2 show the group chat. It's placed underneath the items section.

Conceptual Data Model UML Diagram

