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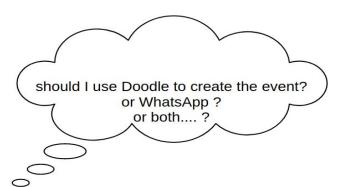
Munich, June 7, 2019

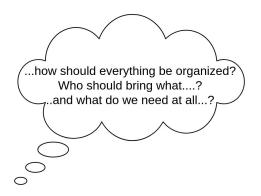


Our Business Idea















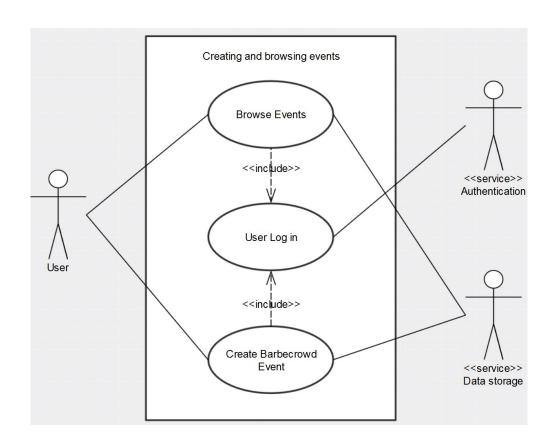


Fire up the Bar-be-que

Use Case 1: Event Creation

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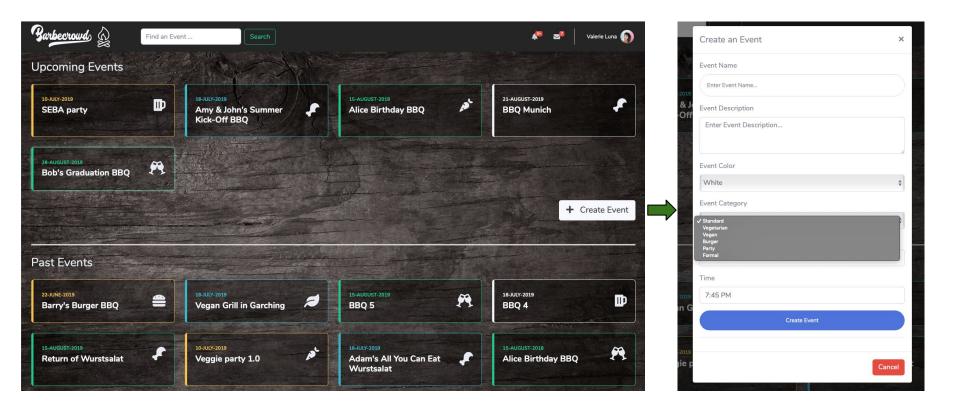
- Two roles for every event:
 HOSTS and GUESTS
- Logged in user creates a new Barbecrowd event
- Creator is assigned HOST role
- Initial data: Name, Location, Date, Time
- Event is added to an overview of upcoming events
- Additional overview for past events



Use Case 1: Event Creation



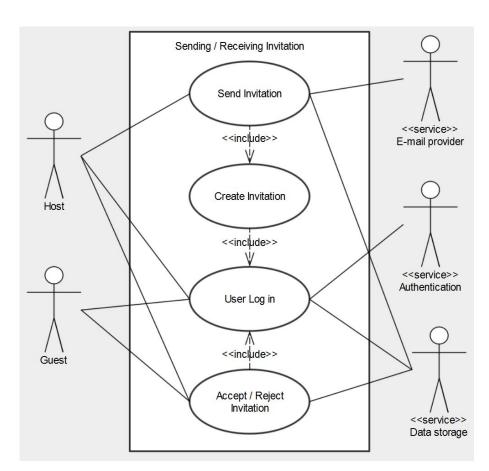
Mock-Up



Use Case 2: Send and Receive Invitations



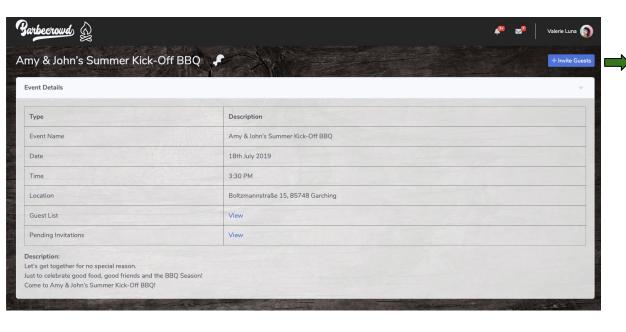
- Logged in Hosts are able to create and send invitations
- Users can be invited as HOST or GUEST
- Receivers are specified using e-mail or Barbecrowd account
- Received invitations can be viewed by logged in users
- Invited guests accept or reject the invitation

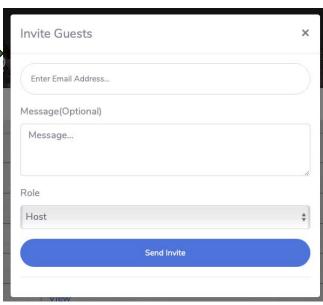


Use Case 2: Send and Receive Invitations



Mock-Up: Send Invite

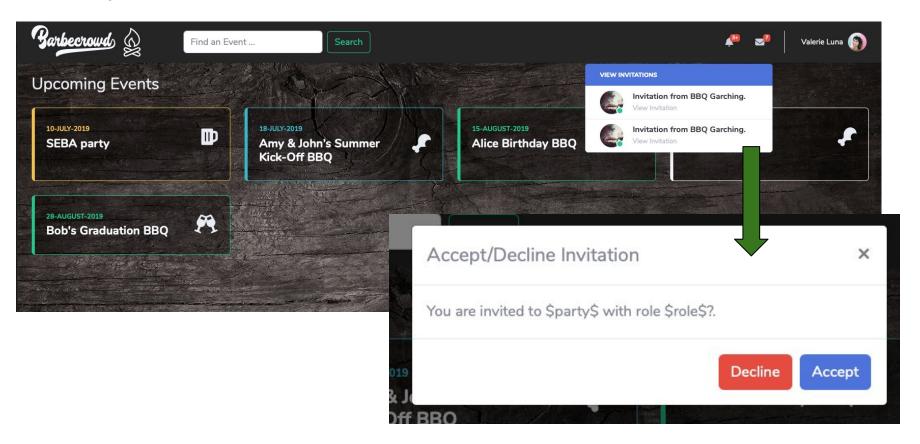




Use Case 2: Send and Receive Invitations



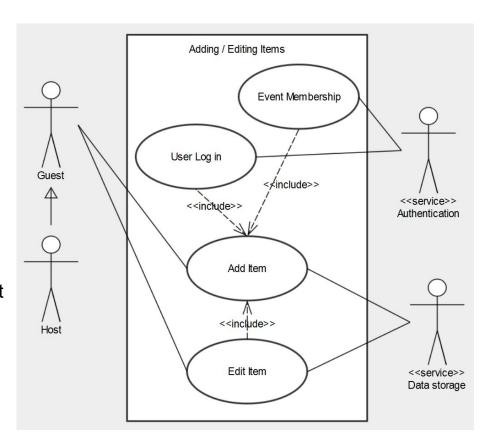
Mock-Up: Receive Invite



Use Case 3: Item listing and their assignment



- 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

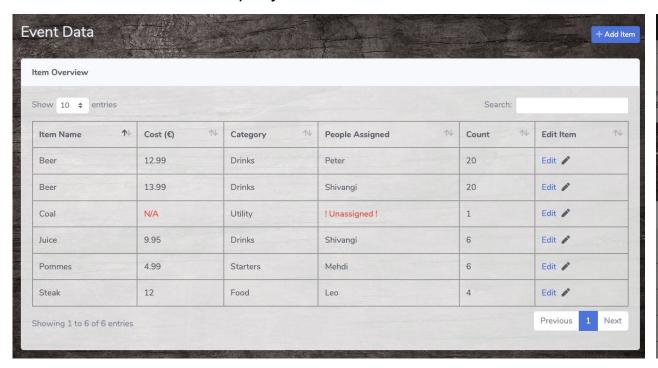


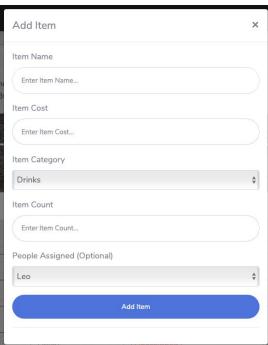
Use Case 3: Item listing and their assignment



Mock-Up: Add Item

The members of the BBQ party can add new item and edit the old ones as well.

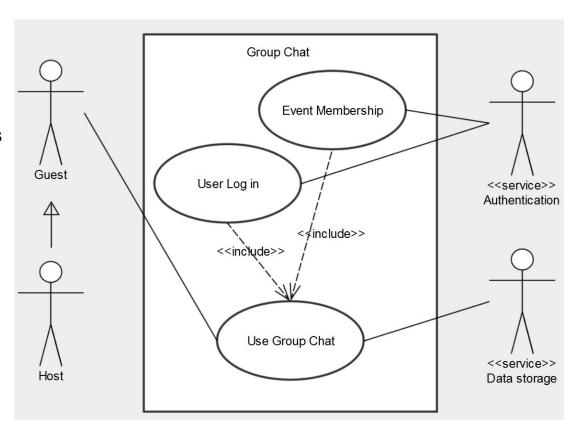




Use Case 4 : Group Chat

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- 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



Use Case 4 : Group Chat



Mock-Up: Group Chat Screen



Overview: Conceptual Data Model



