

# Screen Sketches

CyHost (NV\_3)

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## Step 2: Actors and Functionally

### a) Member

- Create Events: create a public or private event and add members to it
- Join Events: accept or reject event join requests and be able to partake in event
- Chat with other members: chat with people within specific events or people from your friends list
- See all events within dashboard: being able to access the events the member is a part of
- Edit account details: being able to change account information such as name and email. You will also be able to view any other relevant settings

### b) Non-Member

- Register: create an account by inputting required information
- View public events but not join: you can see what you are missing out on

### c) Administrator

- Ban users: delete users that are abusing the app or misbehaving
- See user event history: you can easily see all events that user has been a part of
- Delete inappropriate events: any events that are deemed not appropriate
- View event chat: self-explanatory.

### Step 3: Non-Functional Requirements

- a) Users should be able to search for events and friends and retrieve results back within 5 ms.
- b) As the application grows with users there should be more accessibility for users (color blind, deaf, etc.) as well as having a web application
- c) The pages should all remain uniform in color have similar buttons in the same spot (eg. Back button or next button)

#### Step 4: Database Tables

##### a) Member Data

- First name: String up to 20 char
- Last name: String up to 20 char
- Username: String (at least 5 char no more than 15)
- Email: String up to 40 char
- Password: String (at least 5 char no more than 15)
- QR Code: qr code metadata
- Profile Picture: png upload
- Profile description: String (at least 5 char to 100 char)

##### b) Admin Data

- Admin ID: String up to 15 char
- Email: String up to 40 char
- Password: String (at least 5 char no more than 15)
- QR Code: qr code metadata
- First name: String up to 20 char
- Last name: String up to 20 char
- Profile Picture: png upload

##### c) Event Data

- Event Name: String up to 25 char
- Event ID: String up to 15 char
- Event Host (connected to a member): String up to 15 char
- Event Description: String up to 150 char
- Public/Private: boolean
- Items (Connected to item table)
- Members of event (connected to more members)

##### d) Chat Data

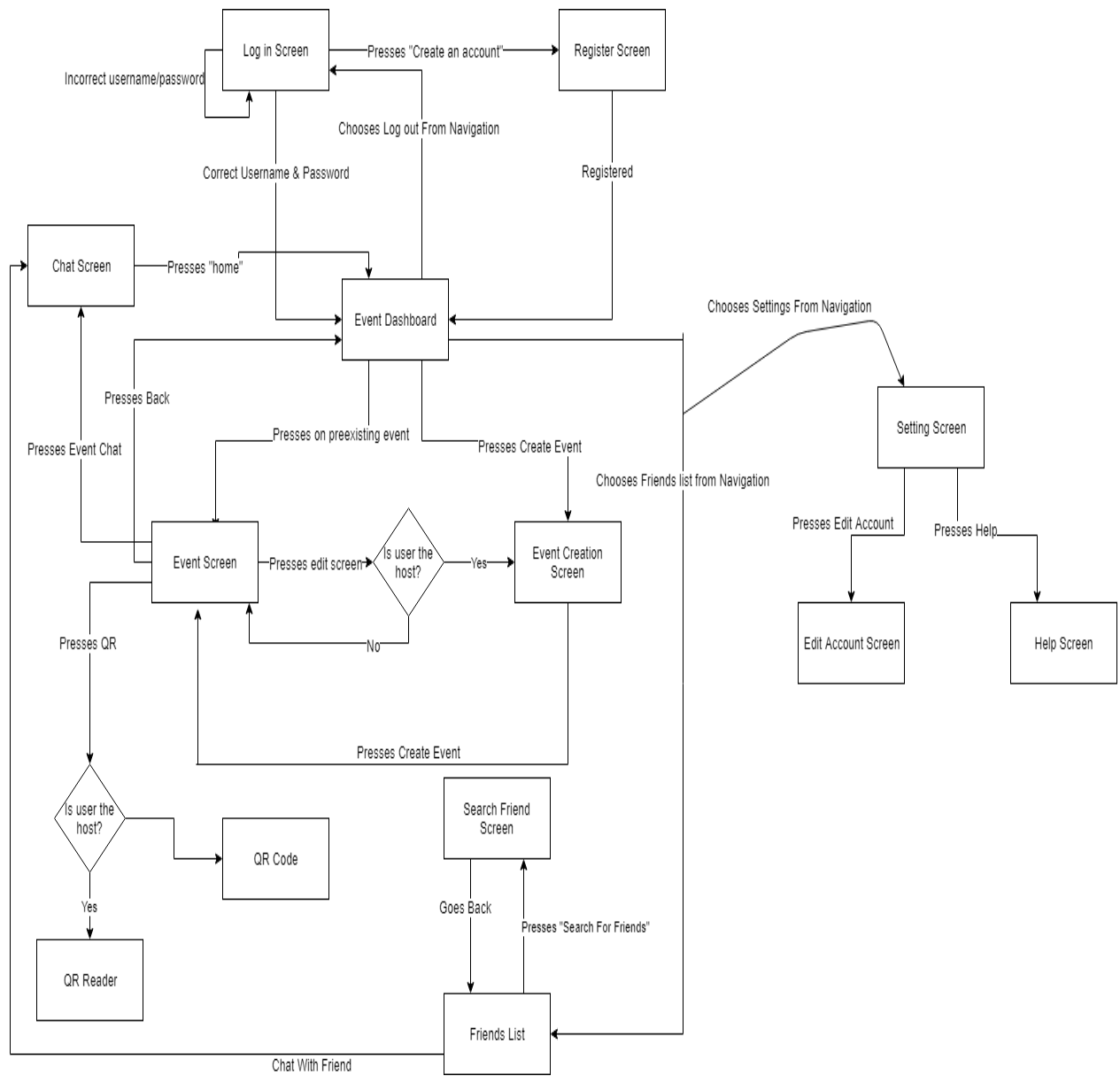
- Members username: String up to 15 char
- Messages: String up to 300 char per message
- Event ID: String up to 15 char

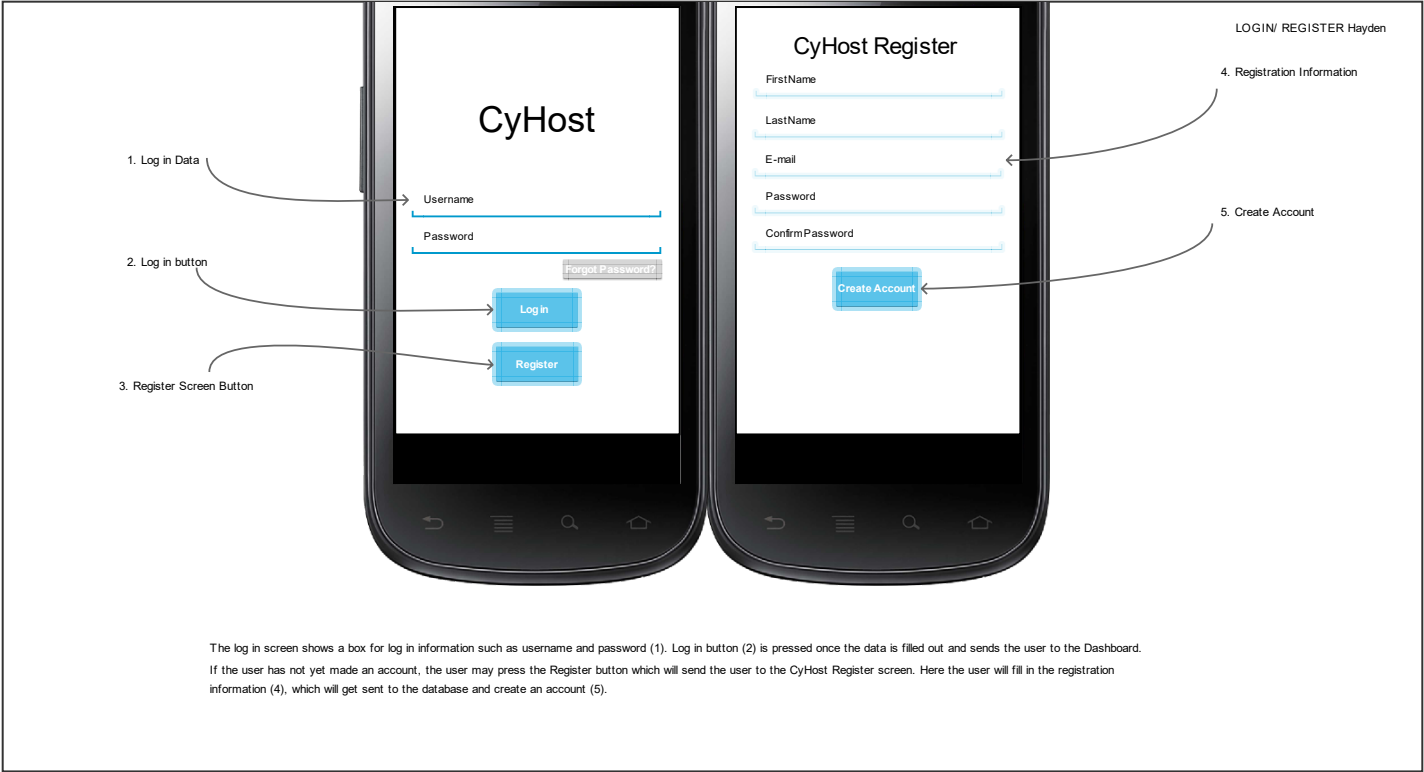
##### e) Item Data

- Items: String up to 20 char
- Event ID: String up to 20 char

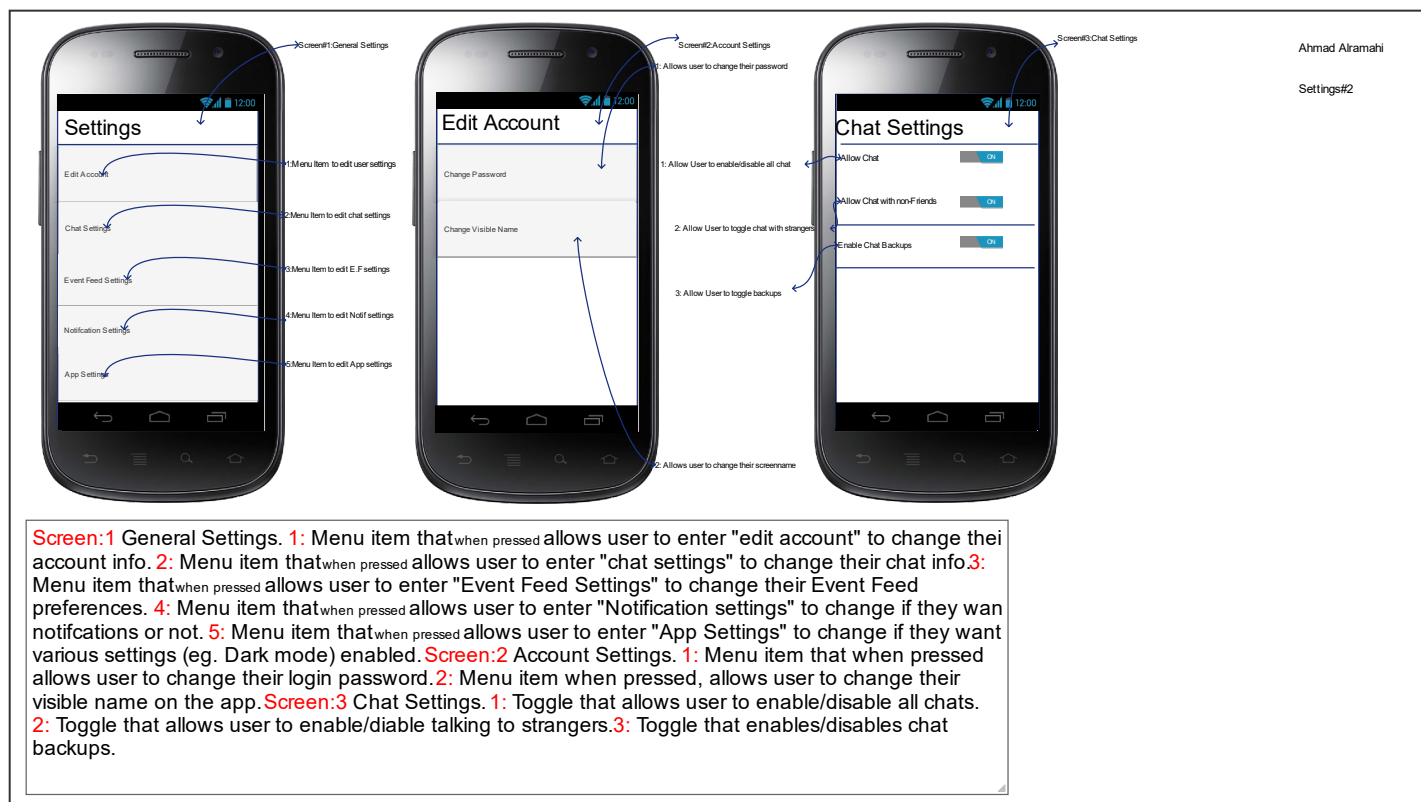
##### f) Member Events

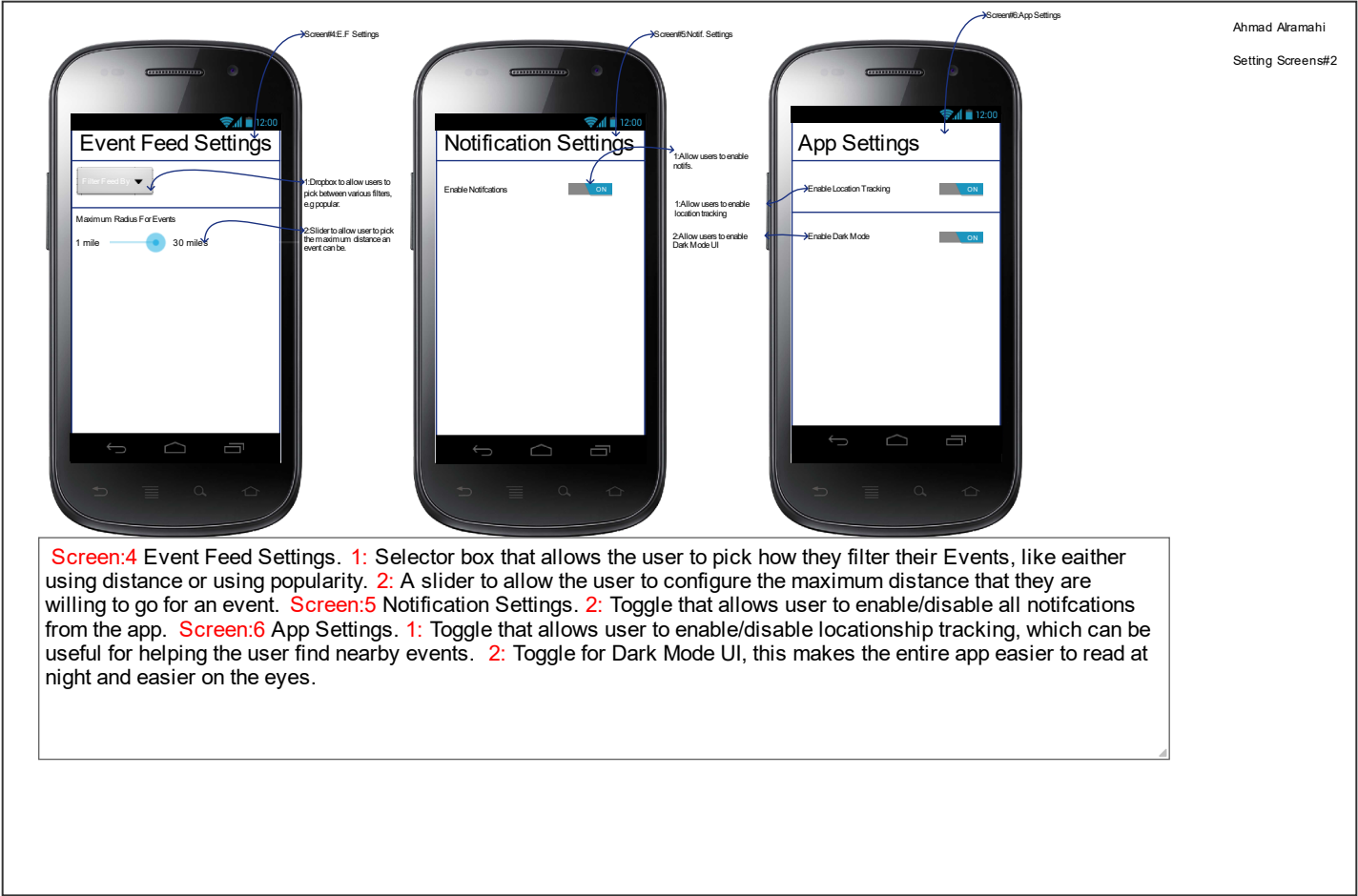
- Event ID: string up to 20 char
- Member username: string up to 20 char





# Untitled Page







Hayden Sellars  
Dashboard (HOME)

CyHost

1. Navigation Button

2. Create Event Button

3. Event Card Button

4. Scroll wheel

CREATE EVENT

Sample EventName

Sample EventName

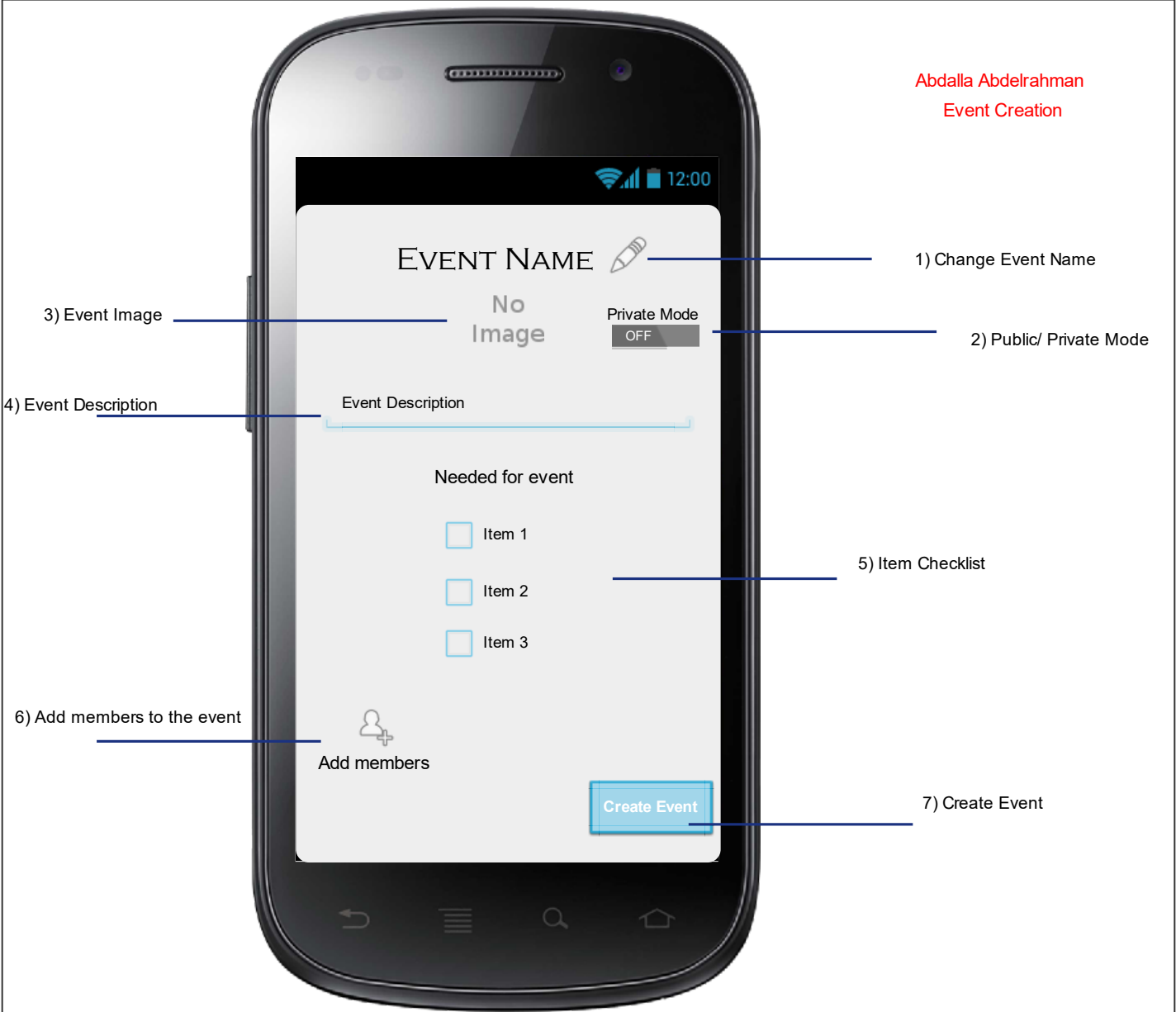
This screen is the home screen that you will see when you open the app, as long as you are logged in. If you are not logged into the app yet then the first screen you see upon opening is the login / register screen.

The navigation button (1) in the top left will open up a side bar which you can use to navigate to other screens such as Dashboard (Home), Friends, Settings, Log out

The create event button (2) in the center top of the screen is used to create an event which is also a separate page. This event will be displayed in the dashboard once created.

The event card button (3) is a card that holds the events information when you press on the event. This is also a separate page and will look different for the host or for someone who is just attending.

The scroll wheel (4) is a visual guide for the user of the app to swipe down to see the event cards that they are in.



Abdalla Abdelrahman  
Event Creation

This screen is one of the more important screens in our application. This screen is where users of our application will create new events. When a user first sees this page he will have a variety of actions that they can do. The first action that they should do is **1)** Change the event name. In this step, the user will press the edit button (identified by the pencil) and they will be able to rename the event to what they want. After that, the user is able to move on to the next step, step 2. **In step 2**, the user is able to toggle between setting this event to be public (shown to non invited members) or private (only those who are invited can attend). After that, the host of the event has the ability to **3)** choose an event image, and **4)** change the events description. By changing the event description, they can add the location, and what the event is for. When creating an event, the host has the option to add items that are needed for event. **In 5)** the host can add a list of items of whatever they want, games, food, drinks, clothes. Afterwards the host is able to invite members by pressing the button in **6)**. The host can add users from his friends list, or by searching their username. **7)** After all the required information is filled (Event name, members, description), the event can be created and stored into our database.

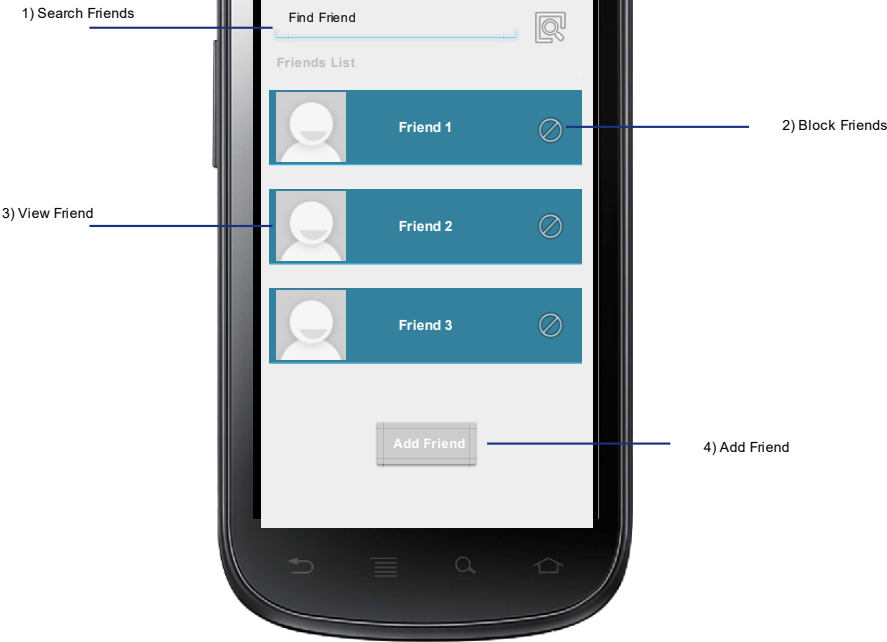
### Daniel Nikolic Event Screen



Once you have created an event through the *event creator screen*, you will be able to view the event by going into your event dashboard and selecting an event. **1)** is a back button that will allow you to go back to the event dashboard. **2)** is an edit event option that will take you back to the event creator screen where you will be able to edit any details of the event. **3)** is an option to leave the event if you are a member of the event and no longer want to participate. If you are the host, clicking this will delete the event. We may also decide to keep this option nested within the edit/event options. **4)** is the center of the screen that shows the primary details such as the name of the event, picture of the event, and an description that details the address, time, and any other details to the members. **5)** is the event item list where the host can specify which items need to be brought to the event. **6)** is the chat where you can chat with other members of the event. **7)** is the list that shows all the members in the event. **8)** is the QR code if you are a member and QR code scanner if you are a host.



On the event page users will be able to select a button that will open up a separate page. If the user is the host/bouncer of the event they will be routed to a QR reader (1). This QR reader will be able to scan a unique QR code that is generated for each user. The QR Reader will be able to tell if the user is invited to the event or not, which will make it easier to control who shows up to your events. If the user is not the host/bouncer they will be taken to see their QR Code (2). The QR code will be connected to the user's account and will be unique to the user. When the user accesses their QR code from within the event, they will be able to see which event they are trying to enter.



When a user accesses their friends list they will have 4 actions that they can do. They automatically see all the friends that they have added. **1)** They are able to search for a specific friend in their friends list. **2)** They can remove/block friends. **3)** They can view a friend and chat with said friend. **4)** They can go to a seperate screen to add friends.



When the user accesses the screen to add a friend from his friends list, he will be faced with a screen similar to this. The user will be able to input another user's username and search for his username. If the user inputs a name, a drop down will appear with users with that name. In which the user will have to select from the drop down which friend he wants to add. Finally the user will be able to return to his friends list.

