Project Final Draft

"Student Event Hub"

1. Purpose of the application

We propose the development of an Event Listing Platform for students that caters to both event hosts and attendees. This platform will serve as a centralized hub where they can list their events, manage attendees, and promote their gatherings, and later the attendees can rate the host on the basis of the environment presented for the attendees, management of the event, etc. Attendees, on the other hand, can easily discover and register for events that interest them, as long as they meet the requirements such as age, dress code or minimum rating of the attendee. This project aims to simplify event management and attendance, fostering a vibrant event community.

2. Major functionalities / operations / and how it works.

Both hosts and attendees must create a profile where they should add their age, interests (Activities they would like to do, songs they like…), university they are attending, and their respective university ID as it will help to control the risks of scams and provide more safety since this website can be always monitor by the school. A rating system will exist for both host and attendees.

Host: The host will create their profile (Name, Age, University, etc.). After this the users will be able to **create events.** When doing so the will have the following options to configure:

1. Introduce requisites for guests.
2. Introduce the type of event
3. Introduce the host contact details
4. Time of event
5. Maximum occupancy
6. Possible event fee
7. Minimum people to start the event
8. Deadline of sign up for the event

The host will have to sign a **declaration of responsibilities** stating that the place counts with a formal authorization in order to avoid legal affairs.He should also agree to other terms

that will be stated later. The event should pop up on a map that students have available,this map will **never show the precise location** of the party.The host will have the stats available about how many people are coming, and their profiles. Requisites will be checked and there will be a second, manual check by the host in order to add the attendees to the final list of the event. After final approval, guests will receive the **precise address.**

Attendees: After creating a profile on the web page the user will be able to **enroll in events**:

After logging in their account the students can see the map with events near them. By clicking on one of them, details of the event should appear including the requisites of it. If a student is interested in attending they can apply/request attendance from the event details page. A user can easily share the event details by using the "**share with friends" feature**. Once the host approves the request, an email, text message, or a pop-up should appear to **confirm the details**. The attendees should also sign a declaration of responsibilities where they make themselves responsible for being respectful at the gatherings they are attending to.

3. Benefits:

Attendees Benefits:

- An easy way to navigate through different events and know what to expect from each one of them.
- A way to socialize with people with similar interests
- A more economical and secure way of attending social events.

Host Benefits:

- A way to generate some extra revenue while enjoying oneself. The payment will be directed to a third-party platform which can simplify the payment methods.
- Easier way to reach out to a broad range of peers.
- Easier way of creating regulated, controlled and safe events.

4. Target Users

Students who are interested in both generating some revenue as hosts or who would like to attend social gatherings.
Students that want a safe and controlled way of attending events

5. Technologies we will be using for development:

- Figma: For user interface design, wireframes and concepts.
- Html / CSS and JavaScript: Create website
- Springboot: A tool to manage platform, using interfaces to control the connect between the front-end and back-end
- MySQL: For database management
- gitHub:Mainly used for Version Control
- Netlify: To host the website

6. List of Members:

- Alaa Haddadi: UX Developer
- Yuan Ju: Back-end Developer
- Yilin Li: Back-end Developer
- Vanshita Moolchandani: Database Administrator
- Jaime Ruiz-Lopez Alvarado: Program manager
- Hui Zhi: Front-end Developer

Every week rotation roles:

The **Project Manager** will be in charge of the overall conceptual view of the project.

The **Communication Manager** will be in charge of meetings and maintaining a good environment in the team by making sure every member is satisfied with the current situation.

The **Documentation Manager** will be in charge of controlling and maintaining the project documents.

The **Testing Manager** will be in charge of weekly testing the program(he will work hand by hand with the version control manager to maintain a correct flow of the project),

The **Stakeholder Engagement Manager** who will be the point of contact with the professor and the team regarding anything related to the project

The **Version Control Manager** who has control on uploading all necessary documents in GitHub as well as having all the drafts and improved codes and documents versions until the end of this project.

We will be transitioning to an Agile approach, which means that the responsibility for documentation and the role of Scrum Master will be rotated. Each week during the project a different member will be assigned the role of Scrum Master and therefore will be in charge of the management of the team that week.