

What's Going On?!

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Project Description

What's Going On is a website designed to help CU Boulder students stay connected with campus events. As students, we've all experienced discovering exciting events which we were too late to attend for many reasons. Our platform solves this by offering an interactive map and a calendar view to help users plan ahead and get involved.

Once registered, users can log in to access a personalized map displaying event markers with details like purpose, location, timing, and freebies. This ensures students can easily find events that match their interests. For those who prefer a different layout, the calendar feature organizes events by date, offering flexibility in planning.

The website isn't just for event attendees—it's also a tool for event organizers. Organizers can create an account to add events directly to the map and calendar, boosting visibility and attracting more participants.

With What's Going On, staying engaged with CU Boulder's campus life has never been easier!

Project Tracker

Link: <https://github.com/users/JustinCosta10/projects/1/views/1>

Recitation-016-Team-04

Add status update

View 1

+ New view

Filter by keyword or by field

Discard

Save

Ice Box 2

...

WhatsGoingOn #10

User Reviews

JustinCosta10/WhatsGoingOn

WhatsGoingOn #14

Make markers filterable

JustinCosta10/WhatsGoingOn 3

+ Add item

Todo 0

...

This item hasn't been started

+ Add item

In Progress 0

...

This is actively being worked on

+ Add item

Done 14

...

This has been completed

WhatsGoingOn #15

Accuraetly send users to the correct page based on whether they're an organizer or a student

JustinCosta10/WhatsGoingOn

WhatsGoingOn #2

As an event host, I want to advertise my event to students with location information to maximize my outreach.

JustinCosta10/WhatsGoingOn

WhatsGoingOn #1

As a student I want to be able to see events and get free merchandise in one place.

JustinCosta10/WhatsGoingOn

WhatsGoingOn #16

+ Add item

Video

 **Whats_Going_On_Demo.mov**

Contributions

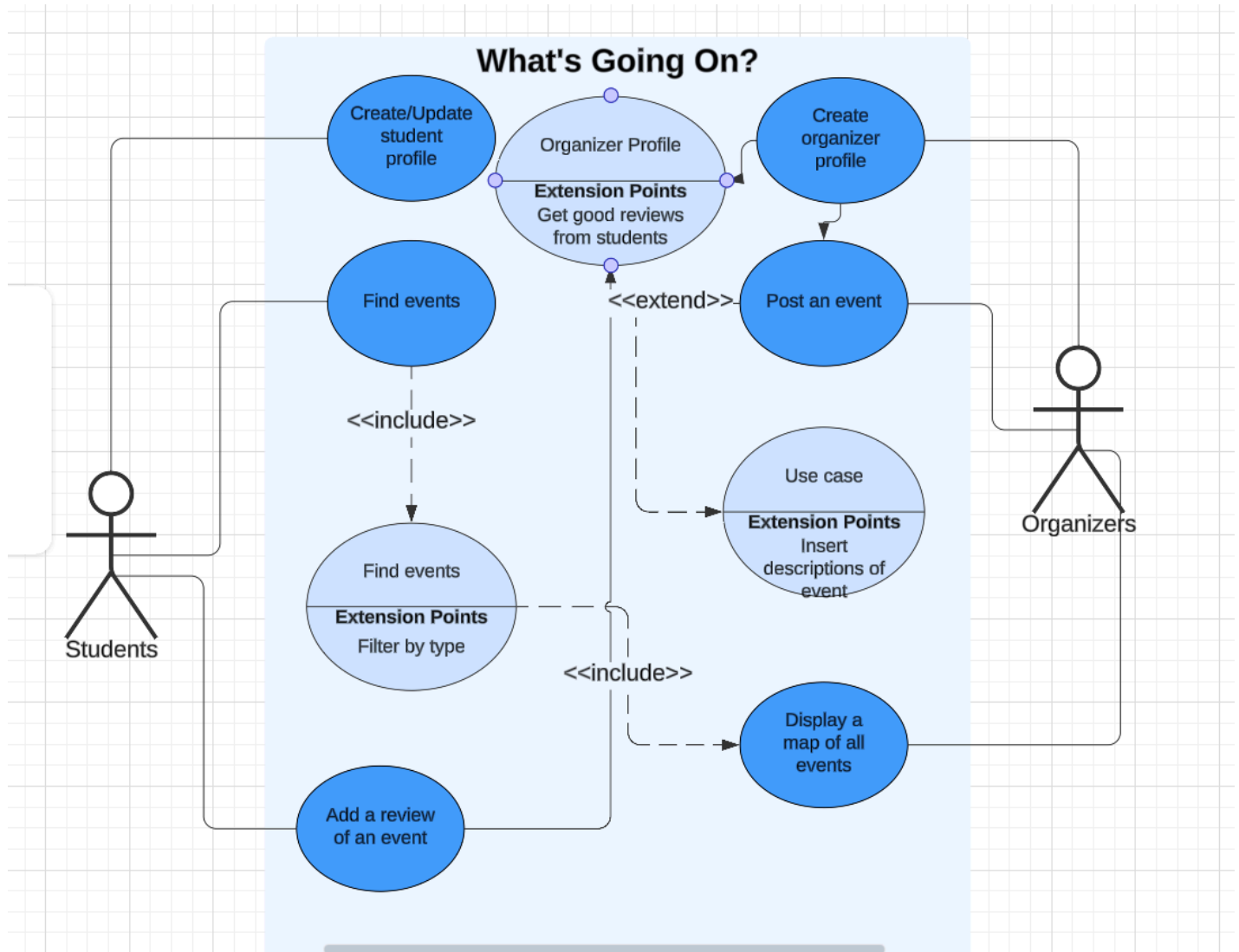
Anika Nagpal	Co-facilitated the UI implementation. Set the goal to make this website as user-intuitive and welcoming as possible. Utilized HTML and CSS languages, along with Bootstrap. Implemented icons, styles, and efficiency features on each page of the website.
Alina Skowronek	Co-facilitated the UI of the website. HTML, CSS, and bootstraps were the main tools used to implement the login, register, home, and map page, along with icons from the navbar.
Andrew Webber	Scripted most of the client side Javascript and handled most of the marker functionality (e.g. loading the map, loading the markers). Handled the server side Javascript API routes and facilitated successful and secure data transfer between the client, server, and database. Made the administrator authentication level on the server (with its own routes and pages).
Jake Lewis	Assisted in scripting client side and server side Javascript. Implemented partials for UI, user privileges, and created the home page for users which displays events taking place at the time. Thought of the idea for the project.
Justin Costa	Designed and built database with a visual data model. Built unit tests. Deployed the project to Render and ensured functionality. Worked on authentication for organizers and non-organizers. Worked on displaying user friendly data on the map markers. Made functional adjustments to UI to reflect NodeJS and

	map changes.
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

VCS

WhatsGoingOn

Use Case Diagram



Wireframes



What's Going On?



Register!

Username

Password

Already have an account?
[Login](#)





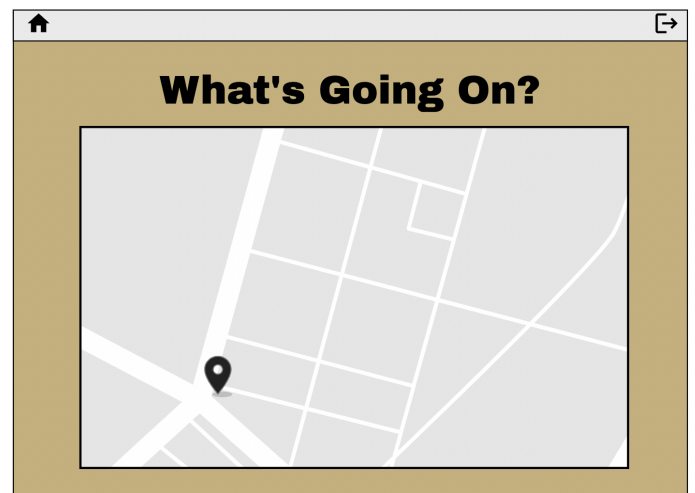
What's Going On?

Login!

Username

Password

Don't have an account?
[Register](#)



Test Results

Test Data Descriptions:

Pages:

- Login
 - valid user input for username and password
 - login button takes user to map link page
- Registration
 - valid user input for username and password
 - register button takes user to login page
- Link to map
 - Link to map button takes user to map page
- Map
 - events pop up when mouse is hovered
 - valid user input to put events on the map

Test Environment Description:

- Tested on a localhost 3000 and navigate through each page

Test Results Description:

Pages:

- Login
 - when user inputs username and password, database will already have it stored
 - when user clicks login button, takes user to map link page
- Registration
 - when user inputs for username and password, info is saved in the database
 - when user clicks the register button, takes user to login page
- Link to map
 - When user clicks on the link to map button, takes user to map page
- Map
 - when user hovers over events, event description pops up
 - user can add and remove events and changes will be displayed on the map

User Acceptance Testers Info:

Testers:

- **Eilish Brennan**

Eilish Brennan User Acceptance Test:

First I told Eilish to register. She did opt to try to log in first since it was default. Since we have login redirect to register she did have to re-enter but the friction was minimized.

Then I had Eilish log out and log in. She fairly quickly found the logout button since there are very few buttons on the website. This showed that the login icon is clear enough visually.

Next I had Eilish get to the map. Since it is the only button on the home page she found it very quickly.

I had a group of pre-built events available, and she was able to navigate and hover over them successfully.

Next I gave her organizer access and logged her in. She took a second to find the create events events page on the map, and misclicked figuring out how to create the map spot. She was able to remove it and retry in the spot she intended.

Overall, the test was very successful. Since the functionality is pretty straight forward I was glad to see that it managed not to be too confusing.

Deployment

[WhatsGoingOn](#)