

COS 333:

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PartyUp

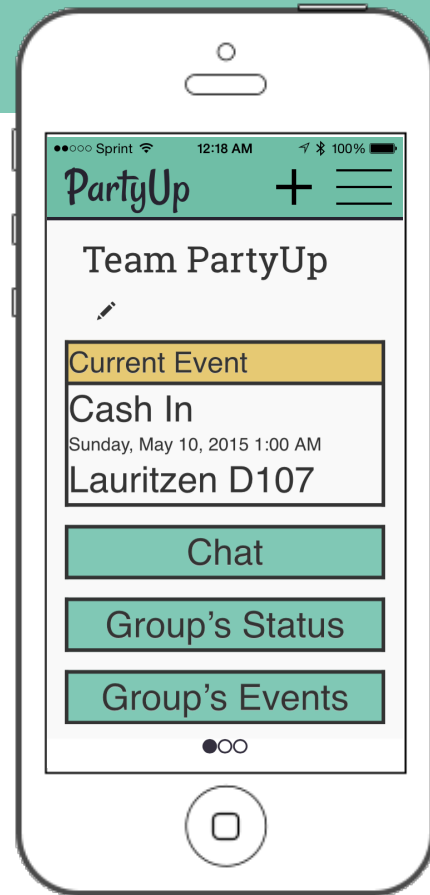


Motivation

- Multiple Events in an Evening
- Plans Change
- Communication is Difficult

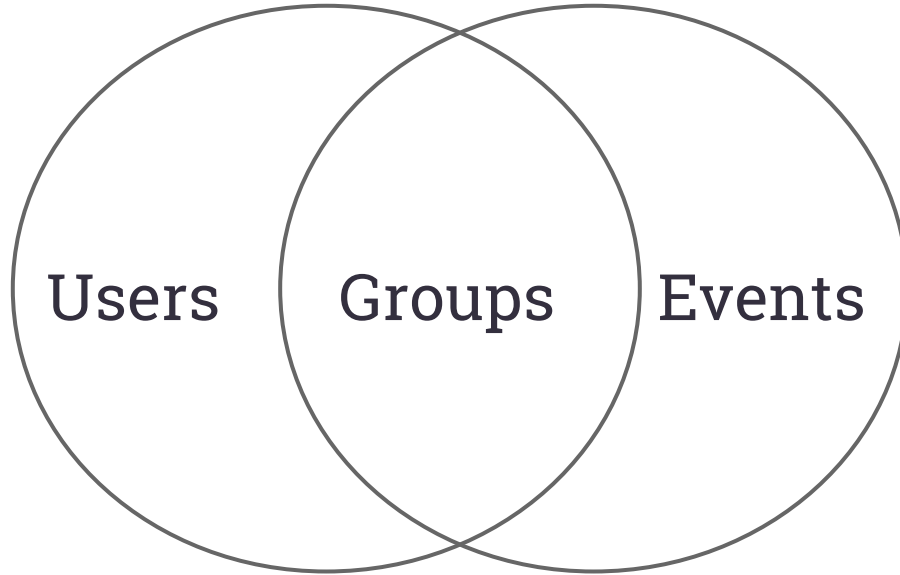
Overview

- Fluid Social Groups
- Party Safety
- Public Events Listings

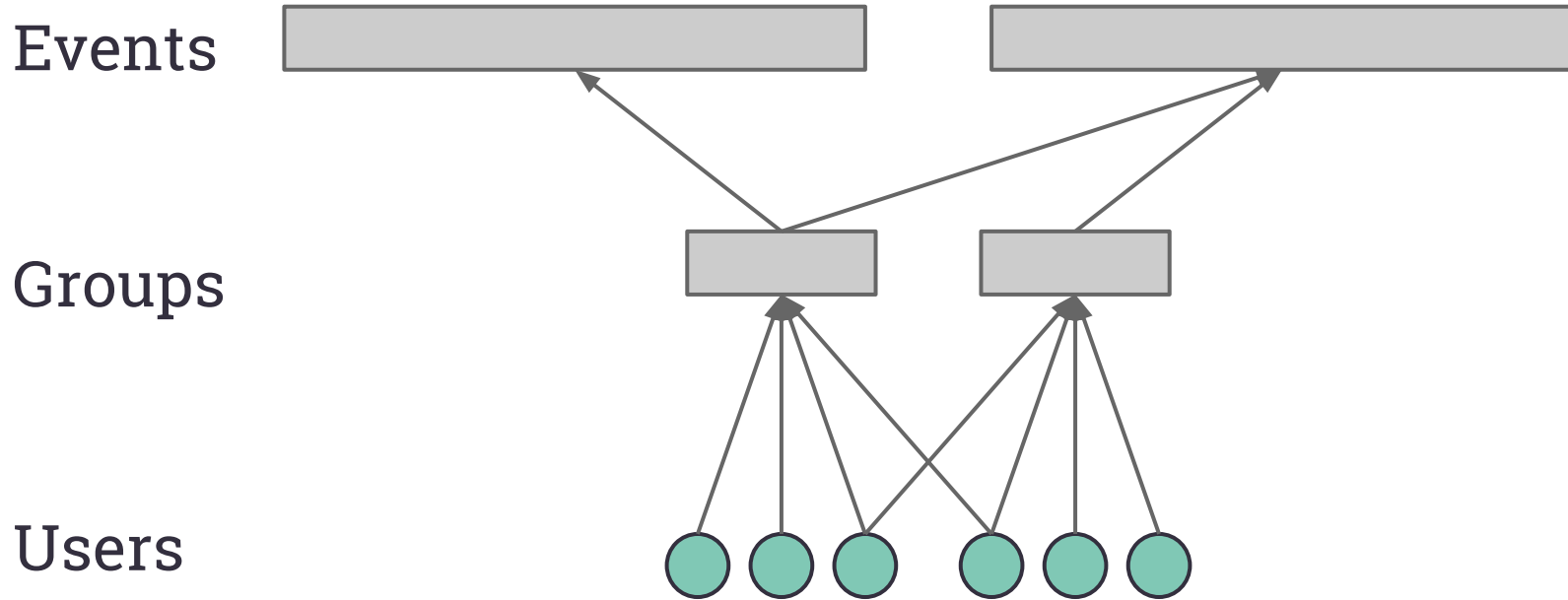


Features

Features: Groups and Events

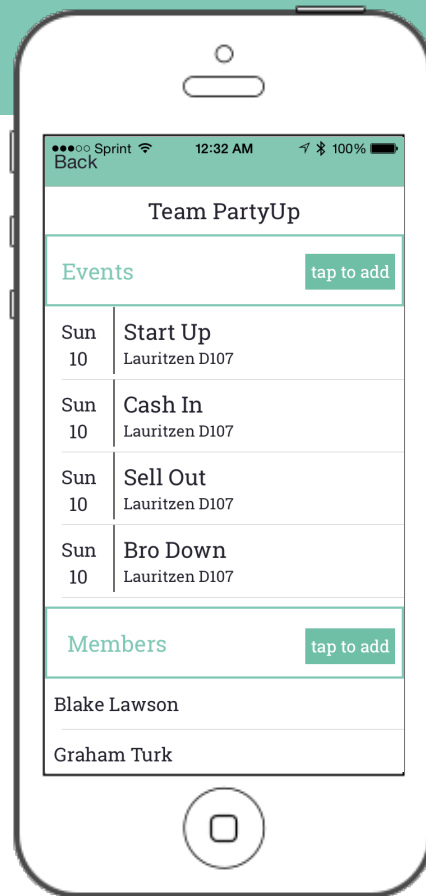


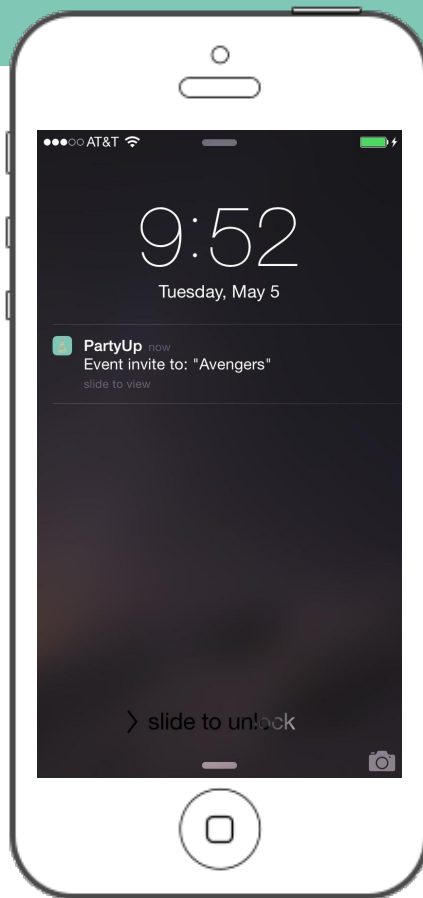
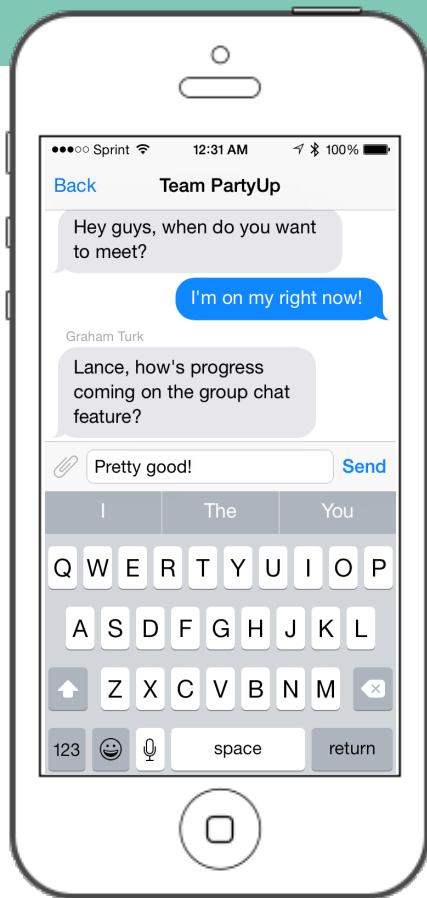
Features: Groups and Events



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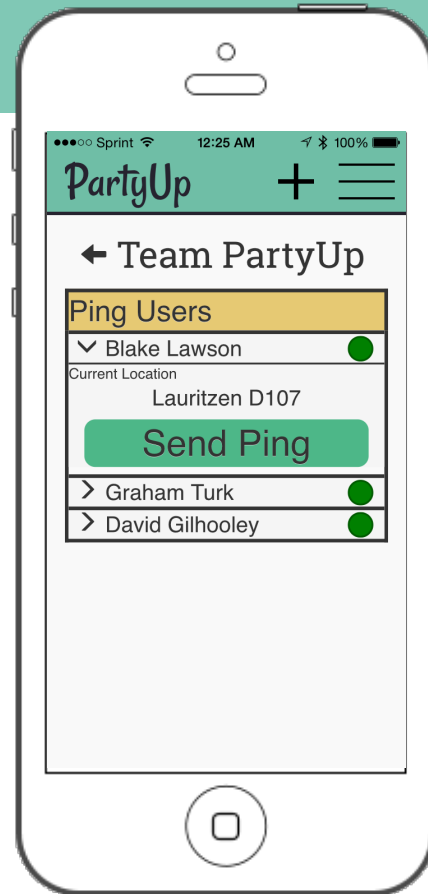
- Group Itinerary
- Asynchronous Group Chat
- Members' Statuses





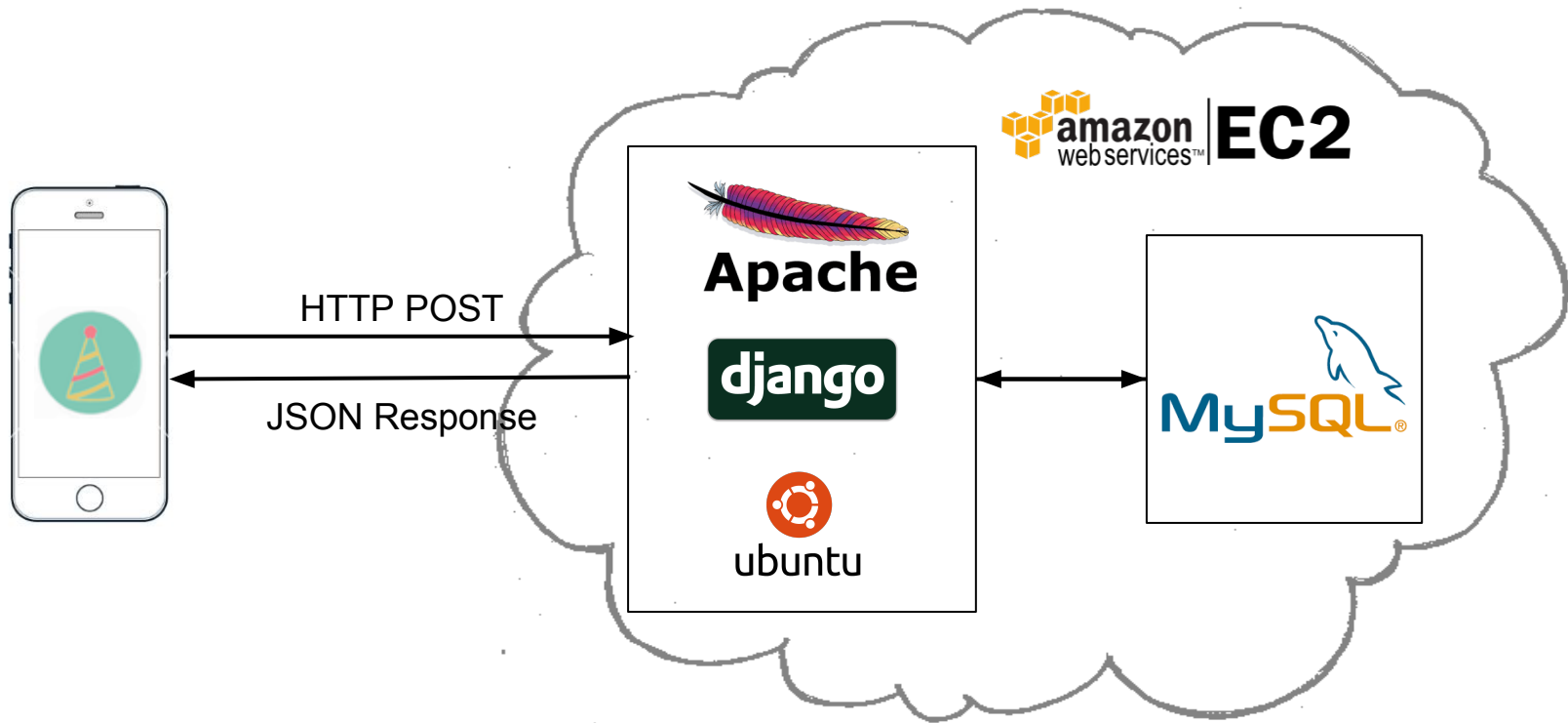
Features: Ping

- “Are you okay?”
- Notifications and Alerts



Implementation (Back End)

Architecture



API

/api/groups/ping/send/

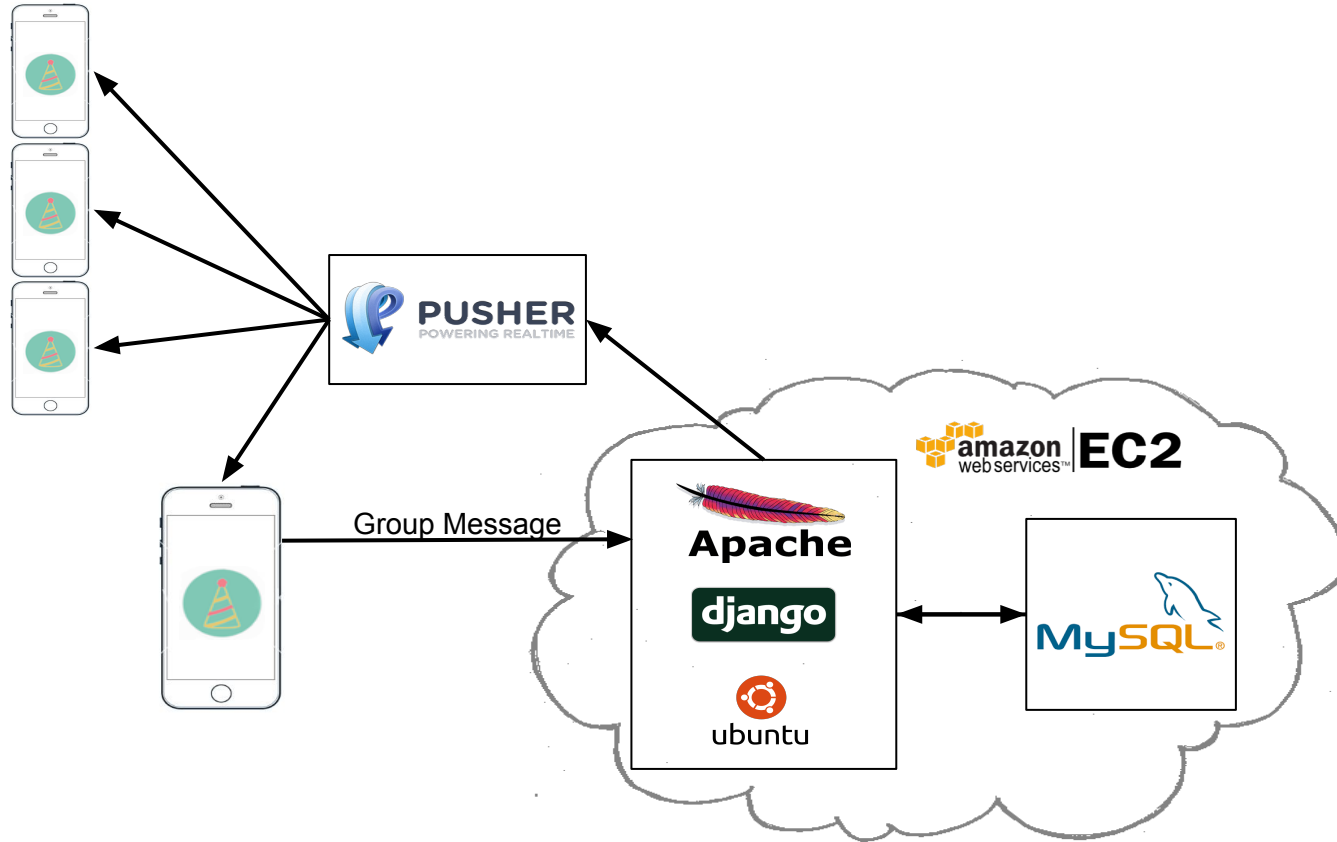
POST data

user=3&group=10

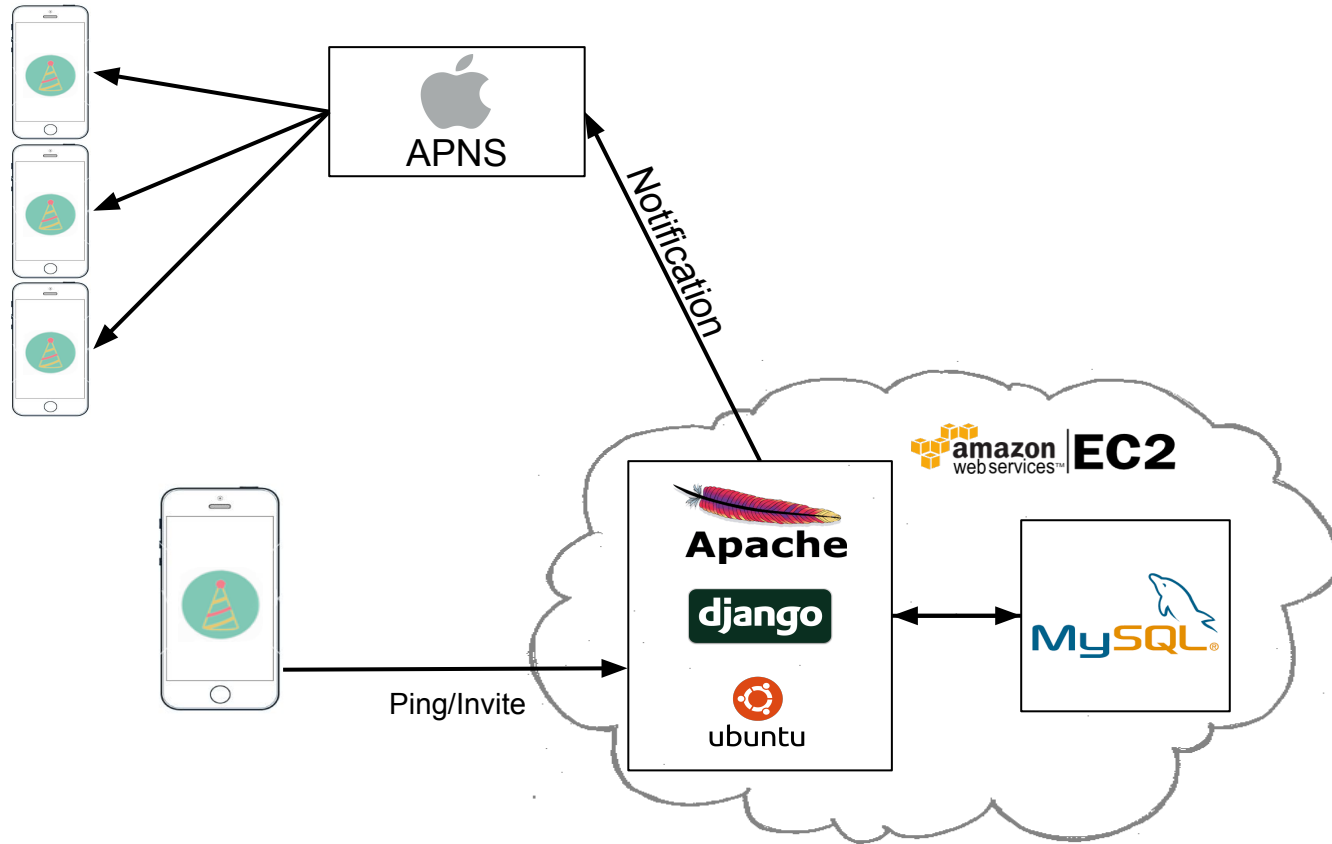
Received data

```
{  
    'accepted': false,  
    'error': 'You are not logged in.',  
}
```

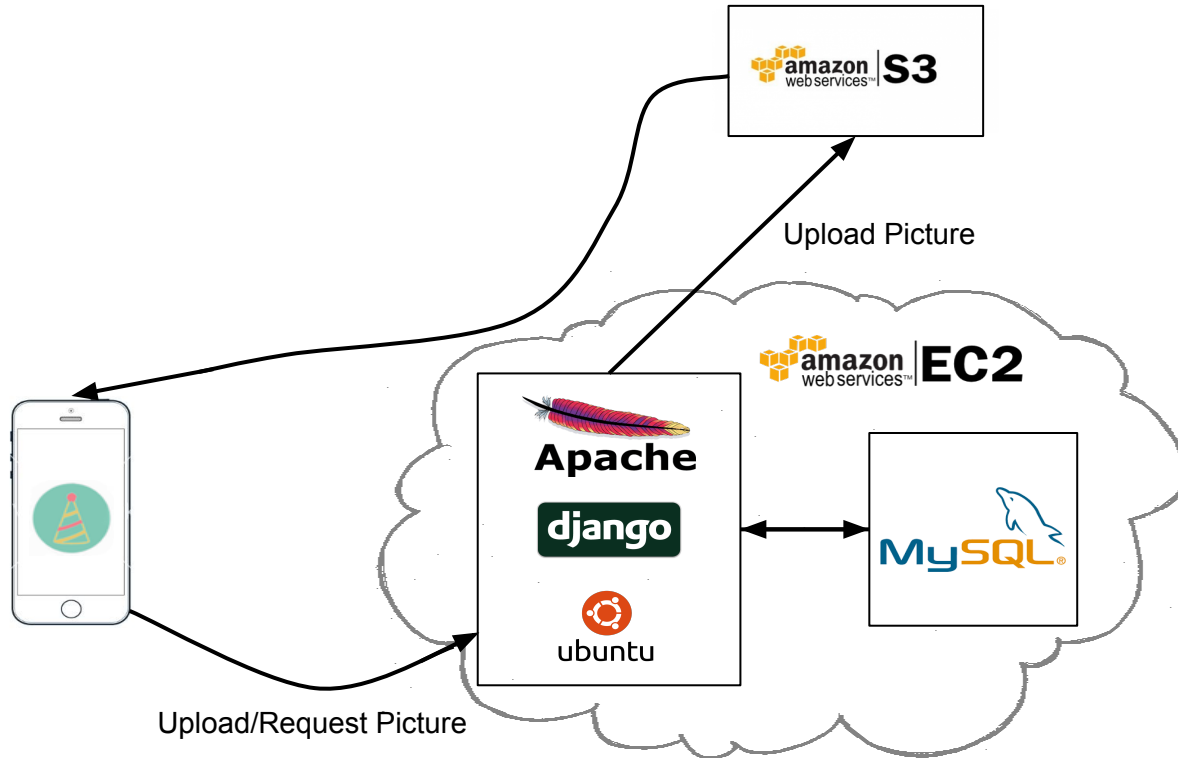
Architecture: Group Messages



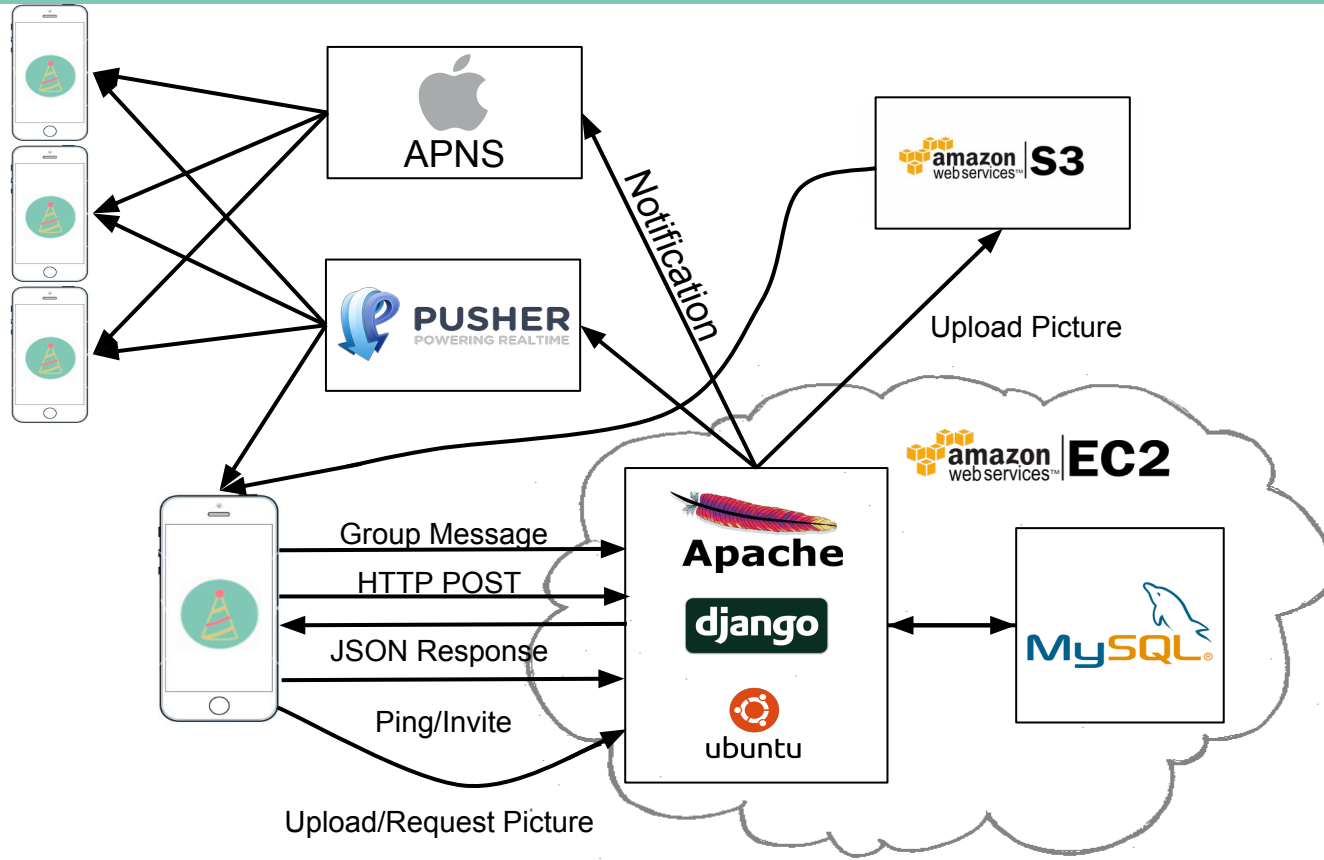
Architecture: Push Notifications



Architecture: Pictures



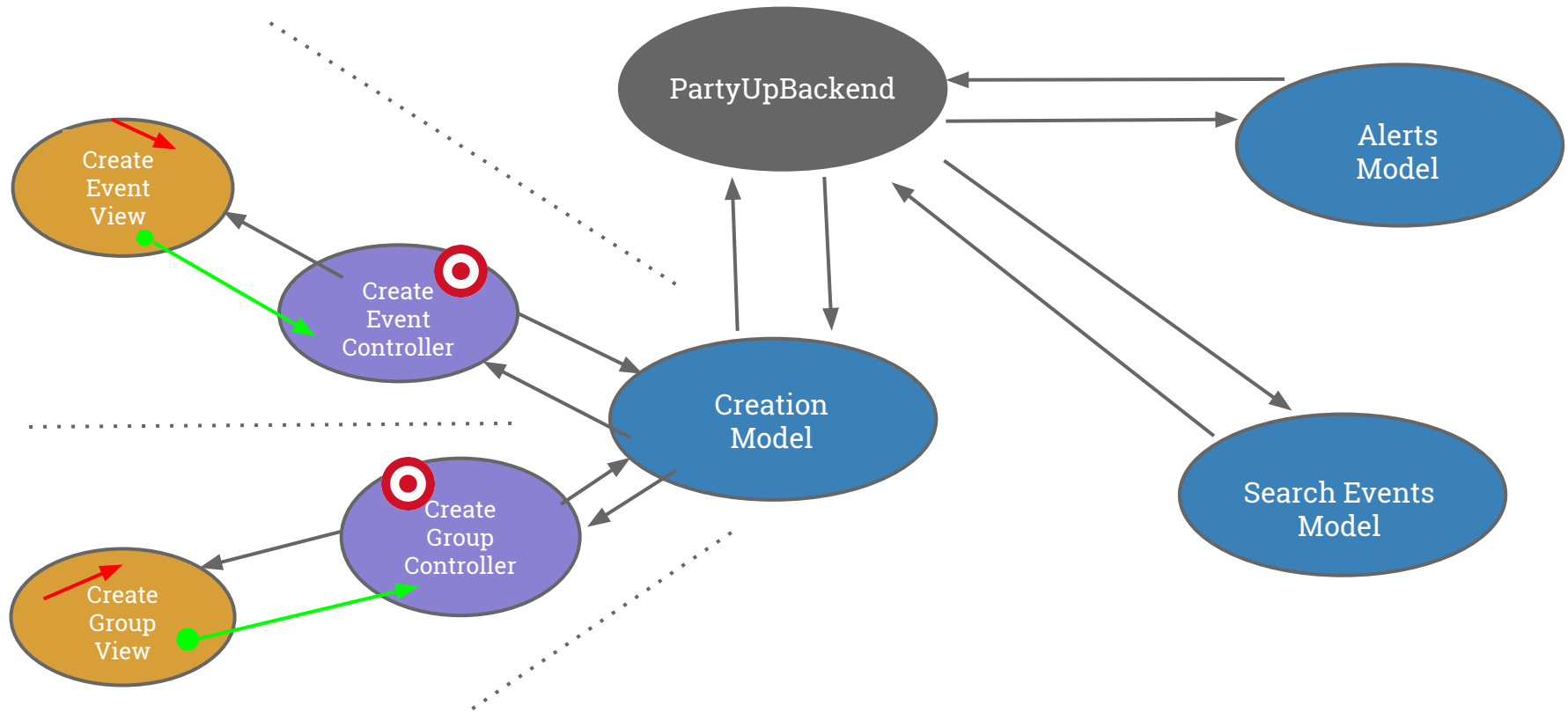
Architecture



Demo

Implementation (Front End)

MVC Design

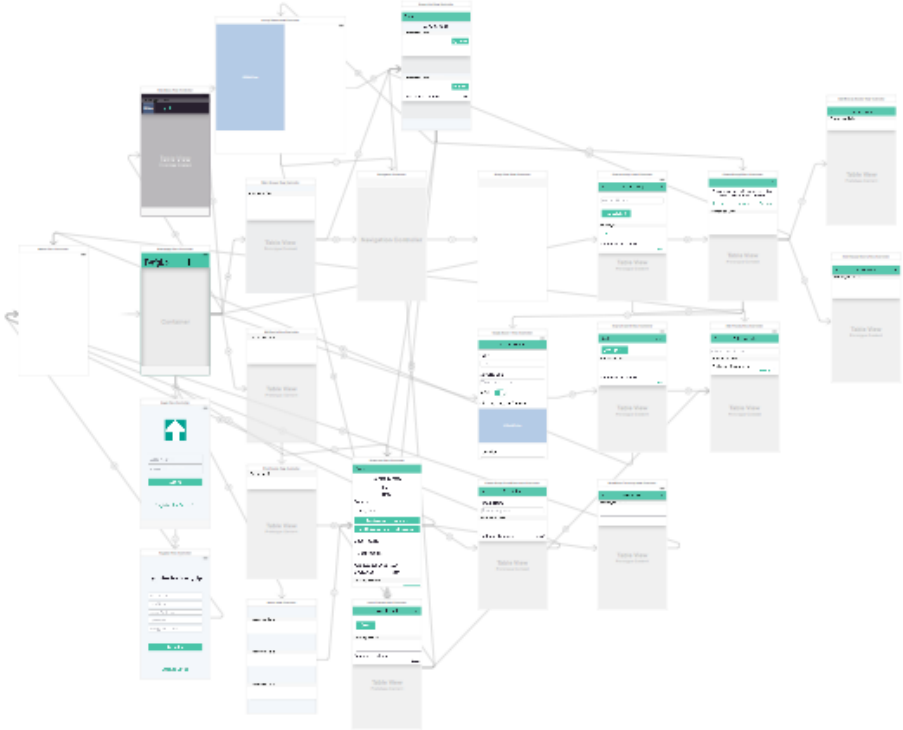


Backend Interfacing

- Communicate using API
- Asynchronous requests
- As decoupled from views as possible

User Interface

- Storyboard Design
- Relational positioning
- Custom Views



Demo

Closing

Challenges and Lessons

- Xcode Swift Standards
- Learning New Technology
- AWS/Pusher/APNS Security Protocols
- Local Development Environment

Next Steps

- Google Maps Integration
- Android Support
- Third Party Event Creation

Questions?