Join Me: An Event Management Platform

First Iteration Demo

Team: MissingOne
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1. The date and time at which you already completed this demo, and briefly describe any challenges that arose during the demo.

We completed the coding of the demo on Oct. 30th and demonstrated it to our mentor on Nov. 2nd. During the demonstration of our demo, we met a challenge in the connection to our database which make our mvp not able to extract the target data from the database, which were solved by checking the network connection and restarting the server. There were also an issue on updating the event, which was aroused by a tiny typo. We solved it in a short time as well.

2. The specific user stories and conditions of satisfaction that were demonstrated, with an explanation of any changes since your revised proposal.

We have demonstrated how all three of our user stories are fulfilled in our server using a GUI the communicates with the server locally. We have demonstrated all three user stories. The GUI would be turned into a standalone client application in the second iteration.

For the first user story, event hosting, all the fields of an event, including the link that points to the descriptive images and videos, can be successfully saved, edited and retrieved on our GUI. This allows users to include visual aids in their event descriptions. The part where these aids are displayed will be implemented in the second iteration on the communication layer. We were also able to show the users the email addresses for all the attendees in the events. We also demonstrated sending emails to given recipients systematically. This meets the level of satisfaction where event hosts contact attendees by sending group emails. We were able to display attendee information on the GUI given the event id. This enables us to partially fulfill the condition to download user information as a excel sheet. All we need to do next is to convert the information to a sheet in the second iteration.

For the event finding user story, we verified that attendees could retrieve host information of specific events, and contact them via email. We have not yet

implemented the search of the events, but we assigned pre-defined tags to the events created. We also showed the we could retrieve events with their ids. We also demonstrated the ability to allow users join events. As their ids will appear in the attendees list after their join the events. As for quitting events, we made a change to the logic. Instead of the attendees quitting the event on their own, users now have to contact the host to have themselves removed from the event. We succeeded in doing so in the demo session.

For the private messaging user stories, similar to the first users story, we showed how to send email to another user using the recipient's nickname.

We also made an addition to the user story about user authentication: as a event host, I would want only me to manage the event and only logged-in users to join my event. The conditions of satisfactions are: 1. Only logged in users can post and join events or send emails. 2. Only event hosts can edit event or remove attendees. 3. An authorized user will be notified. We demonstrated this in the demo session.

3. A brief discussion of your CI mechanisms, including which technology you used.

In the CI part, we used the suggested CI tool, ***Travis ci***. To use this tool, we built a configuration file, ***.travis.yml***, in the root of our repository. In the configuration, the travis ci will be executed when we ***push*** new code to the ***travis_ci*** branch of our repository. In each execution, a unit test program named ***unit_test.py*** will be executed at first, and the result will be recorded and stored in the ***unittest_log.txt***. Then the ***travis ci*** machine will push the new ***unittest_log.txt*** file to the ***master*** branch of our repository with the github access token that has been configured.

4. A link to the github repository where your entire codebase resides. Tag the revisions that were shown in the demo.

GitHub link of our demo (this version is what we showed in the demo):
https://github.com/Debug1995/JoinMe