



# Conferencer

Android mobile application

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# 1. Overview

## 1.1. Requirements

- The application should support user *sign-up* and *sign-in*.
- Every user can be part of a *steering committee* that can create a new conference.
- Every conference has to have a well-defined members' role list. Members of a conference can be either *authors* or *PC members* (chair, co-chair, reviewer).
- Every author should be able to upload proposals and also the full paper (depending on the conference) There can be two deadlines: one for the abstract and one for the paper. Until each deadline, users may upload updated versions for both the abstract and the paper.
- Every PC member is required to bid the proposals. Once the bidding period closes, the chair or co-chairs assign to each reviewer the papers required to be evaluated.
- After deciding about the acceptance of the submissions, the authors should be announced by e-mail about their results.
- PC Members should also be able to submit proposals, by logging as authors. In this case, they should not be able to see which are the reviewers of their papers nor the comments between reviewers.
- Depending on the number of participants and of accepted papers, each conference is structured on different sections. Authors presenting their accepted papers are named speakers.

## 1.2. Technologies used

- **Integrated development environment:**
  - *Android Studio*
- **Programming languages:**
  - *Kotlin*: for application logic
  - *Java*: for small implementation details
- **Database engines:**
  - *SQLite*: for application data persistence
  - *Cloud Firestore* (NoSQL): for data storage/retrieval from a remote server
- **Version control:**
  - *Git*:
- **Task management tools:**
  - *GitHub Projects*: automated Kanban board, tasks are given in forms of GitHub issues and automatically placed in to-do column
- **Server-client communication:**
  - *Firebase API*: the client will call the server for user authentication and data storage/retrieval

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- **Diagramming software:**
    - *StarUML*