AsoRUM

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❖ Introduction

Nowadays, most people have a mobile device with them at all times and use it as a multipurpose device. For this reason, this project focuses on developing a mobile app that helps to connect students and associations with each other in an easier and a more convenient way. With this mobile app students can choose to set their interests and preferences to get notified when a certain event or activity is going to take place, he will also be matched with associations that may fit the user. The students can also choose to see all associations and see their info. This will keep the student up to date with everything that is happening of his particular interests. If the user decides he wants to be part of the association or wants to buy merchandise or pay for event he can do so conveniently from inside the app, this payment will be transferred automatically to the designated association account. If the user wants to receive particular notifications of that association he can subscribe it and he will be notified of any events/activities. The technologies that we plan to use are Bootstrap, AngularJS, PostgreSQL, Ionic lab, PgAdmin , Javascript, Restful Web services .

❖ Client App Description

Each individual association will have an unique profile in which they can post membership prices, events, sales, fundraisers, and other upcoming activities. Every particular page will be managed by an admin's account. The admin can choose whether a post is private, where only the members of that particular association can see the post, or public, in which any user that has the app installed can see the post. Furthermore, a regular UPRM student can create an account using their UPR email to validate the account after receiving and accepting a confirmation email. You may filter this feed to better suit your academic formation or particular interests, you can also select specific associations from which to receive push notifications. The student will be able to search events for specific dates, topics, categories, etc. Also, members will be able to post comments on every association's posts. The app will feature and direct payment system utilized for the purchase of membership, sales, donations

and any other service in which payments are requested. The technologies that will be applied for the client app are: Bootstrap and AngularJS.

❖ Server Side Description

The server side will include numerous tables which will help store the data. For example, it will allow to store the user username and password in the database, providing a way of implementing the signup process. Similarly, the system will store the information from the associations from the University of Puerto Rico, Mayaguez. Since some associations require the members to pay a membership, the system will allow to pay those memberships through the app. Each association can specify a rank of a member, whether the member is the president, vice-president, treasurer or just a regular member. Some tables that we plan to have in the database are the following: Association table which contains the Asso_id, name and department of the associations, Member table contains id and name of the each member, Membership contains Asso_id, price and description of each membership. Other tables are: isMember, Department, Event, Calendar, Rank, etc. The technologies that will used to develop the server side are: PostgreSQL, Ionic lab, PgAdmin and Restful Web services.

❖ Division of Labor

The team is composed of Felix Gonzalez, Osvaldo Ramirez and Emmanuel Ramos. Every member of the team will be involved in every aspect of the development of this project. Felix Gonzalez will focus on developing the associations functionality of their wall (feed) and the admin account. Osvaldo Ramirez will focus on the student's account and their interactions with the associations. Emmanuel Ramos will work on the creation of events/activities and their categorization. The whole group will try and implement a payment system for the app, and each member would be involved in every task.