

ihost

Members – Role - Focus

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Project Description:

“ihost” is a streamlined event planning app for the Norwegian market, targeted at teenagers and young adults. Unlike international competitors, “ihost” focuses on being simple to use for both hosts and invitees. “ihost” is made for hosting small events in private homes or smaller venues, and is not targeted at large event hosting.

With “ihost”, a host can easily create an event in minutes and start inviting friends through direct invites or a generated invite link to be shared through existing communication channels. What sets “ihost” apart is the focus on practical, relevant features such as tagging an event alcohol or non-alcohol, blurring address location before attendees accept the invite, setting a limit for number of attendees, or setting an optional entry fee with links to payment options like PayPal or Vipps.

The app’s minimalist design features three main screens; event creation, event list, and a profile screen. The event creation screen allows the host to quickly fill out a small set of relevant fields of information, allowing quick and easy event creation. The event list features “banners” displaying upcoming events you’ve been invited to, as well as “banners” for events you’re hosting. These banners contain only vital information, such as the title of the event and the date for the event, but clicking the banner will bring up extended event information, including details like location, description and a countdown timer until the event starts. This design allows the user to quickly get the necessary information at a glance, or interact with events for extended information if needed. The profile screen allows the user to edit their profile details.

The app uses GPS for location management and camera for photos. Data is stored using Firebase as the primary database for cloud synchronization, and Room for local caching. This allows users to view previously loaded events even while offline, while functionality like creating events and accepting invite links requires internet connection. Input methods include text fields, buttons, and location selection via Google Maps integration. Planned monetization strategy is in-app advertisements while maintaining free access to all features.

Project Scope:

The app is a simple event planner for creating and sharing small, privately hosted events.

Target Audience: Teens / Young adults

Core Functional Requirements:

- Ability to create an event with relevant information.
- Ability to invite and/or share the event with other users.
- Ability to view invites and/or accepted events.
- Ability to view my own events and/or accepted events offline.

Non-Functional Requirements:

- User passwords must be encrypted and stored safely using Firebase Authentication.
- The user experience must be simple and intuitive enough for a new user to create an event in 3-5 minutes without explicit instructions.
- Support for Android 10 (API 29) or newer.
- Switching between screens and loading event details must have a loading time less than 2 seconds.

Competitors: “Partiful”, competition and inspiration.

What sets “ihost” apart?

- Payment link field for collective payment systems like “Vipps Kasse” etc..
- Timer for remaining time before event starts on event details view.
- Location of the event on map.
- Tagging events alcoholic / non-alcoholic.

Financing of Application:

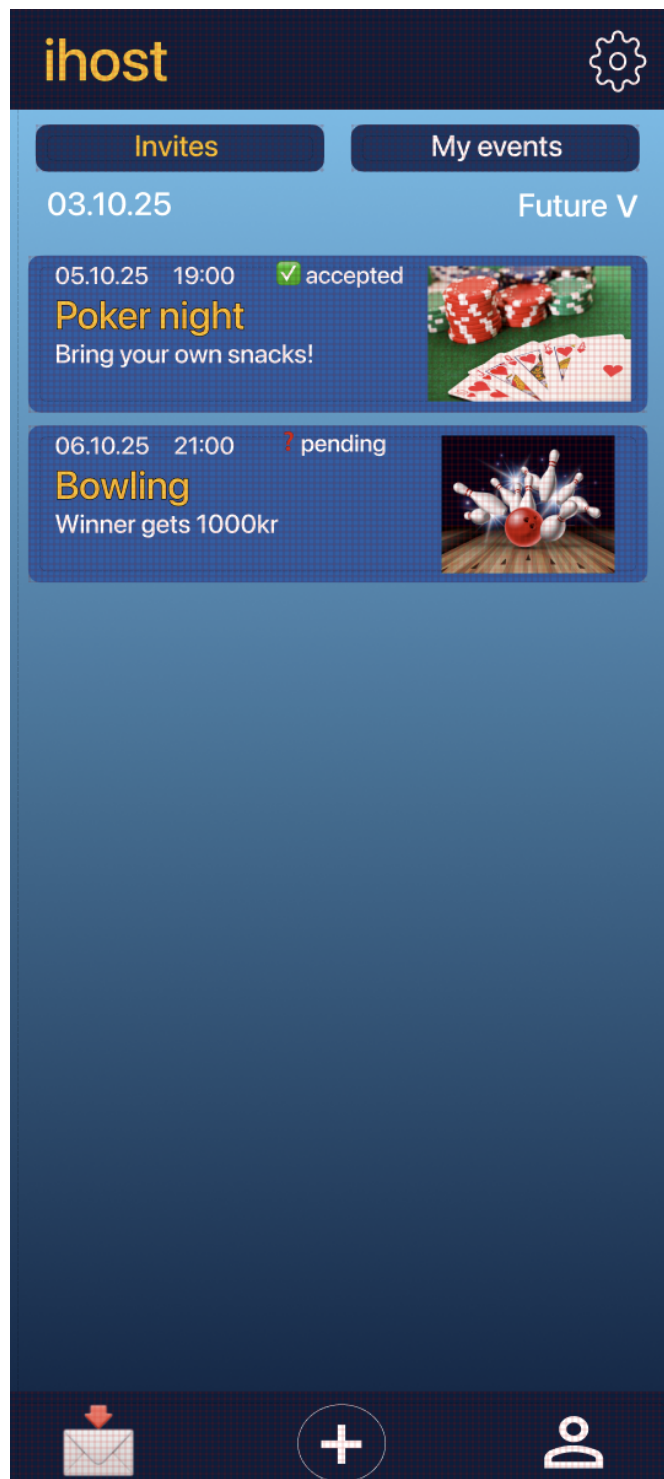
To monetize the application in the future we want to add in-app advertisements.

Mock-ups (Screen Shots): Paste mock-up images of how you envision your app to be like. This could be hand-drawn sketches or digital wireframes. Groups of 3 deliver 3 images, groups of 4 deliver 4 images.

Initial brainstorming mock up image:



Figma event view sketch: (banner view)



Figma profile view sketch:

