Project A - PartyPeps

# The Why

I guess a good question to any application that is being developed is…why are you doing it? For me there are 3 reasons:

1. Recover lost knowledge. During the past year I have not managed to work on a proper application in a proper developing environment with a proper programming language. This project is meant to change that and help me refresh my understanding of software development
2. Achieve something. Anything, I guess. Build something from scratch and see it to fruition.
3. I encountered the need for this application over the past year during my travels from Zurich to Bucharest. While I could not find any app that could give me this minimal interaction with friends with short and concise messaging mechanism. More details in “The What”

# The What

The second question to ask I guess for any mobile/web/whatever app is what? What do I want to build? What are the goals of the application and maybe what can it become on a later date? It’s simple. This mobile app should give you these functionalities.

1. Login by social media. This is one of the easiest to understand points. The target demographic is in its early 20’s and I think no one of my age cares anymore of how much data they dump into these applications (Facebook, Google). None have anything left to hide and none have any reason to hide it. As a backup, it would be nice to store information on our side but for data privacy reasons I would prefer to avoid it as much as possible. Also, maybe try to avoid storing any non-critical information as possible. Do you really need to store his friends? No. Given that the final product is most probably going to be used just by me and 2-3 more people, I don’t necessarily see it as a critical point.
2. The user can create short events with minimal information. Location (venue and city), hour, reason and people. No more, no less. Why not add discussion board? Details about location like possible events at that place,

# The How