

A flock of white birds is scattered across the upper half of the image, flying against a blue background that has a subtle, textured pattern. The birds are in various stages of flight, with some wings spread wide and others tucked. The overall composition is balanced and visually appealing.

FLOCK

BIRDS OF A FEATHER

Caterva
Alex Cheng
Maryssa Crews
Taylor Ellington
Chris Hauser
Jordan Kayse

Introduction

Flock is a social networking app that allows you, the user, to quickly and easily locate others with similar interests so that you can form distinctive groups, or flocks, that eagerly join your events. In fact, this exciting application allows you to feel confident and assured that your flock will enthusiastically participate in all of your shared hobbies. Gone are the days of Facebook Events, where the psychological phenomenon was the diffusion of obligation. This caused few, if any, people to even reply to your exhilarating event into which you put so much time and thought! Instead, you now have friends who, by joining your flock, have all made indirect and implicit commitments to wholeheartedly participate in the activities that you all are passionate about. This gives you the reassurance and confidence that you will have a group of friends who are elated to flock together with you. In fact, *Flock* is entirely designed to give you the ability to have more fun doing the things that you love to do. So grab some friends, form a group, and flock together!

Software Requirements

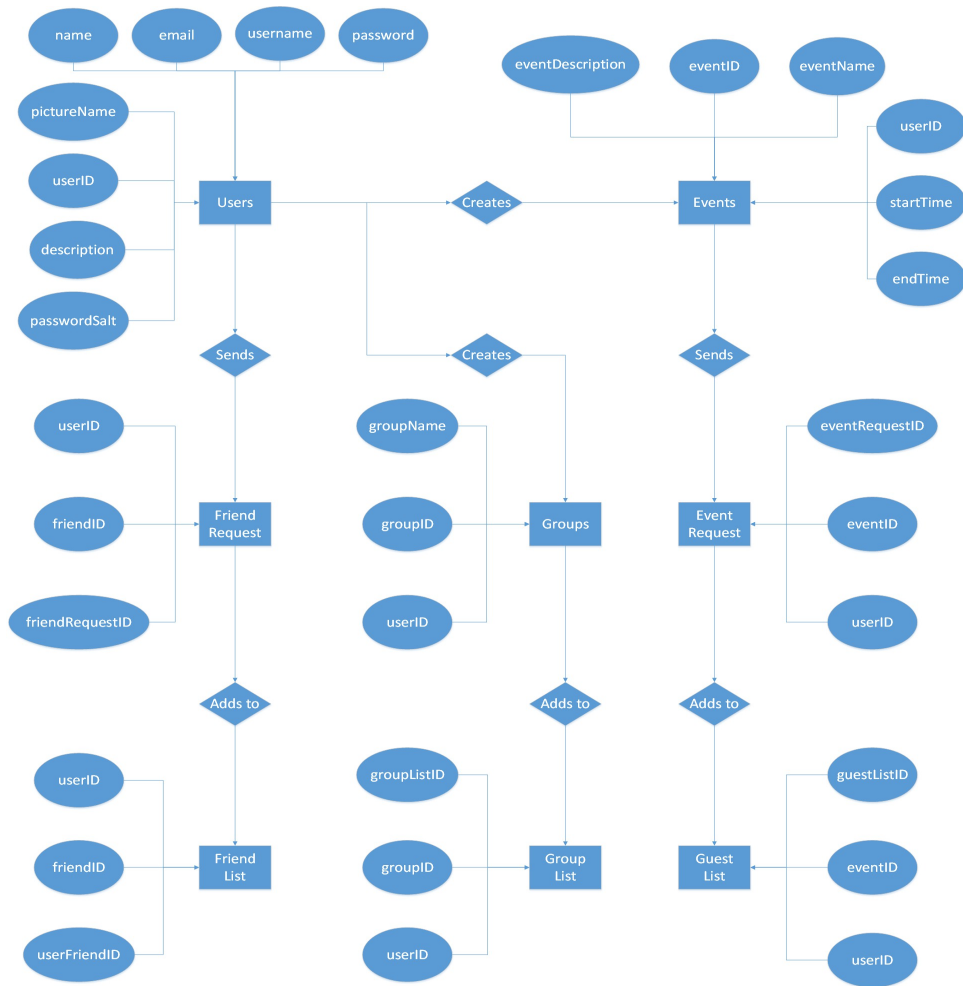
Visitors

- Should be able to register to the website.
- Should be able to login to the website if they have an account.

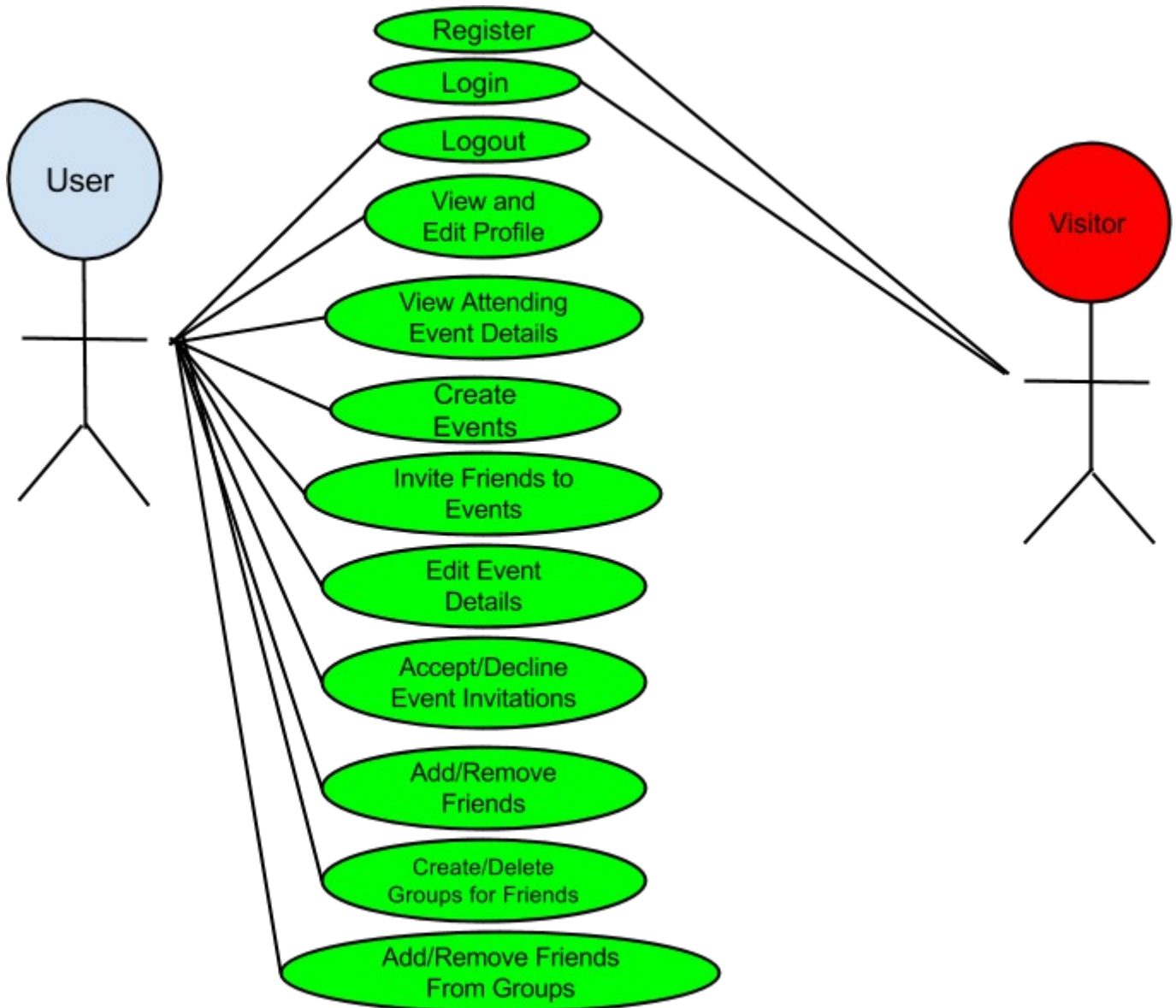
Users

- Should be able to view and edit their profile.
- Should be able to see all the events they are attending along with the details.
including name, description, time, and place.
- Should be able to view the event in a calendar.
- Should be able to create their own events.
- Should be able to invite friends to the events that they created.
- Should be able to invite friends to an event if the host says the event can be
shared.
- Should be able to edit the name and description of the event and add more friends.
- Should be able to accept/decline event invitations.
- Should be able to add or remove friends.
- Should be able to create groups for friends.
- Should be able to add friends to groups or remove friends from groups.
- Should be able to remove groups.
- Should be able to log out.

ER Diagram



Use Case Diagram



Database Model

Legend	☐-Primary Key	XX-Foreign Key	⌘-Not Null	➡ -Null
--------	---------------	----------------	------------	---------

Entity	Attributes
Users	☐ UserID INT
	⌘ userName VARCHAR(50)
	⌘ Name VARCHAR(50)
	⌘ Email VARCHAR(50)
	⌘ Password VARCHAR(40)
	⌘ PasswordSalt VARCHAR(40)
	➡ Description VARCHAR(500)
	➡ PictureName VARCHAR(40)
Events	☐ EventID INT
	⌘ EventName VARCHAR(30)

Legend	☐-Primary Key	XX-Foreign Key	⌘-Not Null	➡ -Null
--------	---------------	----------------	------------	---------

	XX UserID INT
	⌘ StartTime DATETIME

	┐ EndTime DATETIME
	┐ EventDescription VARCHAR(500)
GuestList	☞ GuestListID INT
	XX EventID INT
	XX UserID INT
FriendRequest	☞ FriendRequestID INT
	XX UserID INT
	┐ FriendID
EventRequest	☞ EventRequestID INT
	XX EventID INT
	XX UserID INT
FriendsList	☞ FriendID INT
	┐ UserID INT
	┐ UserFriendID INT

Legend	☞-Primary Key	XX-Foreign Key	┐-Not Null	➡ -Null
--------	---------------	----------------	------------	---------

Groups	☞ GroupID INT
	┐ GroupName VARCHAR(50)
	XX UserID INT

GroupList	☪ GroupList ID
	☪ GroupID
	XX UserID INT

Explanation of Requirements Satisfied by the Database Model

Registering/Logging In

Registering and Logging In is handled by the Users Table. A user will register through the website or phone app by providing a username, his/her name, a password, and an email. The description and Profile Picture are optional and can be provided at any time. After the user provides all the necessary information, the system will check to see if the username already exists. If the username already exists, the system will return false, and the user will have to input a new username. Each user is assigned a unique UserID that will allow the system to easily track down the user. The username is stored in the UserName attribute, his/her name is store in the Name attribute, and the email is stored into the email attribute. A user will then have the option to add a description and profile picture. If he/she chooses to add them, the description of the user will be added to the description attribute, and the name of the profile picture will be added to the PictureName attribute.

Queries:

SELECT userName FROM Users where userName = '\$username'

If previous query returns false then:

INSERT INTO Users(Username, Name, Email, Password, PasswordSalt) VALUES
('\$username', '\$Name', '\$email', '\$password', '\$passwordSalt')

Signing In

When the user enters his email and password the system will check the Users table, and see if they are valid. If they are valid, the system will return true and open the user's homepage. Otherwise the system will return false, and ask the user to input another email/password combination

Queries:

SELECT userID from Users where(Email = '\$email' AND Password = '\$Pass')

Get User Name

The system uses the UserID to find usernames for people to add friends, invite friends to events, and put friends into groups. This is a get function for the system.

Queries:

SELECT username FROM Users WHERE userID = '\$username'

Creating an Event

When a user wants to create an event, he/she will provide an event name, start time, end time, and description of the event. The event name, start time, end time, and description of the event will be store in the respective attributes, EventName, startTime, endTime, and eventDescription. The creator/host's userID will be stored in the attribute userID. A EventID will be created dynamically with each new event created. After the Event attributes are populated, the user will send event requests to the people he/she wants to invite. These event requests are created and inserted into the EventRequests table, and have the attributes eventID, and userID (of the person getting invite)

Queries:

```
INSERT INTO Events(EventName, userID, startTime, endTime, eventDescription)
VALUES('$eventname', '$userID', '$starttime', '$endtime', '$eventdescription')
```

```
SELECT EventID FROM Events WHERE(userID = '$userID', eventName = '$eventname',
AND startTime = '$starttime')
```

```
While loop{
```

```
INSERT INTO EventRequests(eventID, userID)
```

```
}
```

Get Attending Events

On the homepage, the user can take a look at all the events he is planning to attend. The system gets the eventID's and displays the name and info on the home webpage.

Queries:

```
SELECT eventID FROM guestList WHERE userID = '$userID'
```

View Event

The user can view information about the events he/she is invited to.

Queries:

```
SELECT eventName, eventID, userID, startTime, endTime, eventDescription FROM Events
WHERE eventID = '$eventID'
```

Get event requests

The system gets the event requests that have been sent to the user and are pending approval from the user. The requests will be displayed and the user can decide whether to accept or decline.

Queries:

```
SELECT eventID, eventRequestID WHERE userID = '$userID'
```

Add to guestList

When a user accepts an event invite, his username is added to the guestList table. This allows the host/creator of the event to see who is coming to his/her event. After the user is added to the guestList, the event request is deleted from the eventRequest table.

Queries:

If user accepts invitation:

```
INSERT INTO guestList(eventID, UserID) VALUES(eventID, userID)
```

After user accepts or declines event request:

```
DELETE FROM eventRequests WHERE eventRequestID = ...
```

Get friend requests

The system also displays pending friend requests for users.

Queries:

```
SELECT UserID, friendID FROM friendRequest WHERE userID = '$userID'
```

Request Reply

The system will display the friend requests, and the user will have the option to respond to the friend requests. If he/she accepts the friend request the friend is added to the user's friend list. Two rows are added into the friends table.

Queries:

If accept:

```
INSERT INTO Friends(userID, UserFriendID) VALUES (userID = '$userID',  
UserFriendID = '$FriendID')
```

```
INSERT INTO Friends(userID, UserFriendID) VALUES (userID = '$UserFriendID',  
UserFriendID = '$userID')
```

```
DELETE FROM FriendRequests WHERE FriendRequestID = '$FriendRequestID'
```

Get user info

Whenever a user wants to view his info, the system will retrieve the all the necessary information and display it including their name, description, and profile picture

Queries:

```
SELECT username, Name, description, picture FROM Users WHERE userID = '$userID'
```

View Friends

User can also view his friend's info, and the system will display the necessary information. Before the user can view his friend's info, he/she must be friends with the other user.

Queries:

```
SELECT UserFriendID FROM Friends WHERE UserID = '$userID'
```

Add Friend

The user adds friends by getting their exact username and sending a friend request. The system will first make sure the user actually exists, and then create a friend request in the FriendRequest table, and send the request to the target user.

Queries:

```
SELECT userID FROM USERS WHERE username = '$username'
```

If exists

```
INSERT INTO FriendRequests(userID, friendID) VALUE($userIDFromAddFriend, person  
sending request)
```

Create Group

The user creates a group by selecting the friends he would like to include in the new group and titling the group. The new group will be added to the Groups table and will only be visible to the person who creates the group.

```
INSERT INTO Groups(GroupName, userID) VALUE($groupname, user creating group)
```

While

```
SELECT userID FROM Users WHERE userName = '$username'  
INSERT INTO GroupList(GroupID, userID) VALUE ($groupID, friends going into the group)
```

Get all Groups

Returns all groups the the user has created and displays them in a list format

```
SELECT GroupID FROM Groups WHERE userID = '$userID'
```

View Group

When the user selects a group from the list of groups he has created. The system will use the groupID to get and show more information about that group.

```
SELECT groupName  
    FROM Groups WHERE GroupID = '$groupID'  
SELECT userID  
    FROM GroupList WHERE GroupID = '$groupID'  
Call getUsername function
```

Editing

Edit event name and event description

```
UPDATE Events  
    SET eventName = $name, description = '$description'  
    WHERE eventID = '$eventID'
```

Edit profile

```
UPDATE Users  
    SET decription = '$description'  
    WHERE userID = '$userID'
```

Edit picture

```
UPDATE users
  SET pictureName = '$pictureName'
  WHERE userID = '$userID'
```

Delete friends

```
DELETE FROM Friends
  WHERE userID = '$userID' AND friend = '$userID'
DELETE FROM Friends
  WHERE userID = friend AND friend = userID
```

Delete yourself from your friend's groups

```
SELECT ListID
  FROM GroupList
  JOIN Groups
  WHERE GroupList.groupID = Group.groupID
    AND Group.userID = Friend.userID
DELETE FROM GroupList
  WHERE listID = previous returned results
    AND userID = yours
```

Delete your friend from your groups

```
SELECT ListID
  FROM GroupList
  JOIN Group WHERE GroupList.groupID = Group.groupID
    AND Group.userID = your userID
DELETE FROM GroupList
  WHERE listID = previous results
    AND userID = friend's ID
```

Delete Groups

```
DELETE FROM GroupList
  WHERE groupID = '$groupID'
DELETE FROM Groups
  WHERE groupID = '$groupID'
```

Delete Event

```
DELETE FROM Events
  WHERE EventID = '$eventID'
DELETE FROM GuestList
  WHERE EventID = '$eventID'
DELETE FROM eventRequest
  WHERE EventID = '$eventID'
```

Cancel going to event

```
DELETE FROM GuestList
```

```
WHERE EventID = '$eventID'
AND userID = '$userID'
```

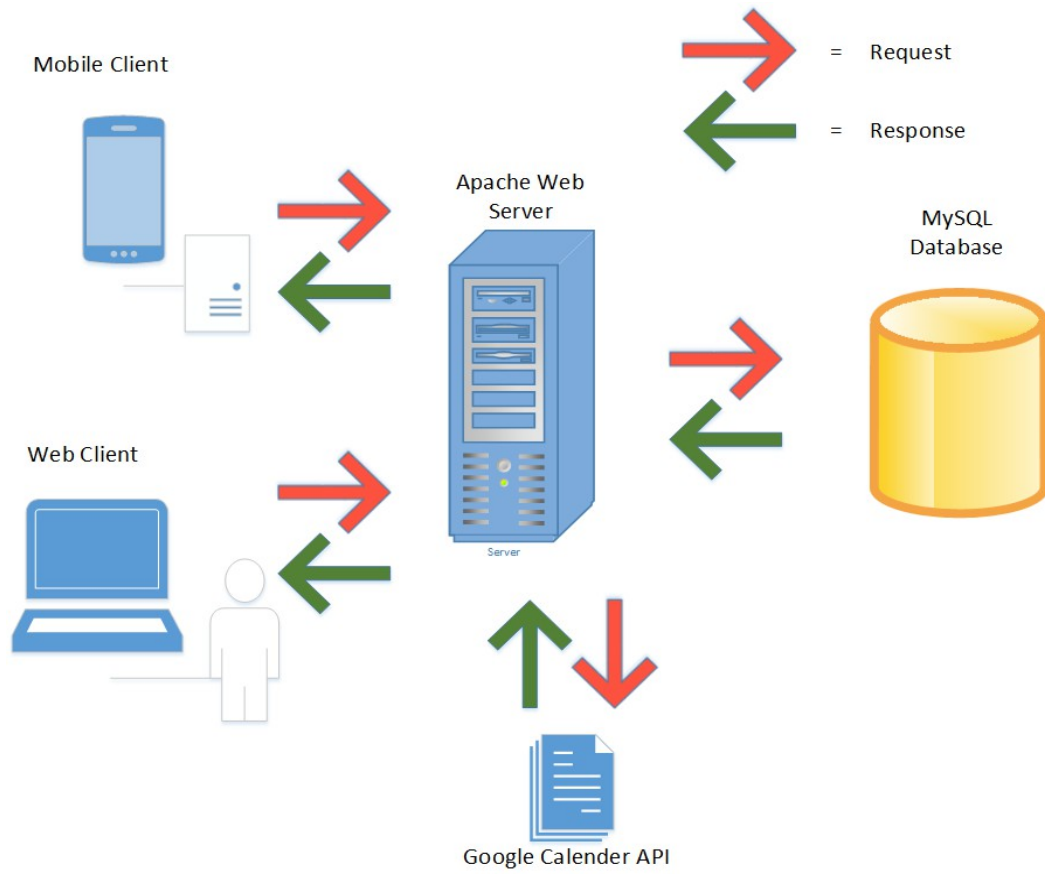
Get Email

```
SELECT email
FROM Users
WHERE userID = '$userID'
```

Share Event

```
call getAttendingEvents function
*user selects event * call getEvent function
*user selects to share event and which friends to share the event with *
FOR (each selected friend) {
    INSERT INTO EventRequests(eventID, userID)
}
```

Detailed Software Architectural Diagram



Paper Prototypes

Flock Username Password Sign In

What is Flock?

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Register Now!

Username

First Name

Last Name

Email

Password

Confirm Password

Sign Up

Figure 4.1: The start page of the Flock website.

Flock Welcome, Melody [ViewProfile](#) [SignOut](#)

Add Friend

Groups

- GUI
- Movie Group
- Networks
- Comp Sci

Friends

- Maryssa Crews
- Alex Cheng
- Taylor Ellington
- Chris Hauser
- Amy Sherwood

Current Requests

Amy Sherwood has invited you to Movie Night.
Do you want to go? Yes No Details

Maryssa Crews invited you to Lunch.
Do you want to go? Yes No Details

BlueBird wants to be your friend.
Add BlueBird to friends? Yes No

Taylor Ellington invited you to Tech Doc.
Do you want to go? Yes No Details

New Event

Events

- Tech Design
- Taco Truck
- Movie Night
- Concert
- Game Night
- Dancing
- RSA Conf.
- Lunch

Figure 4.2: The main page of the Flock website when you are logged in.

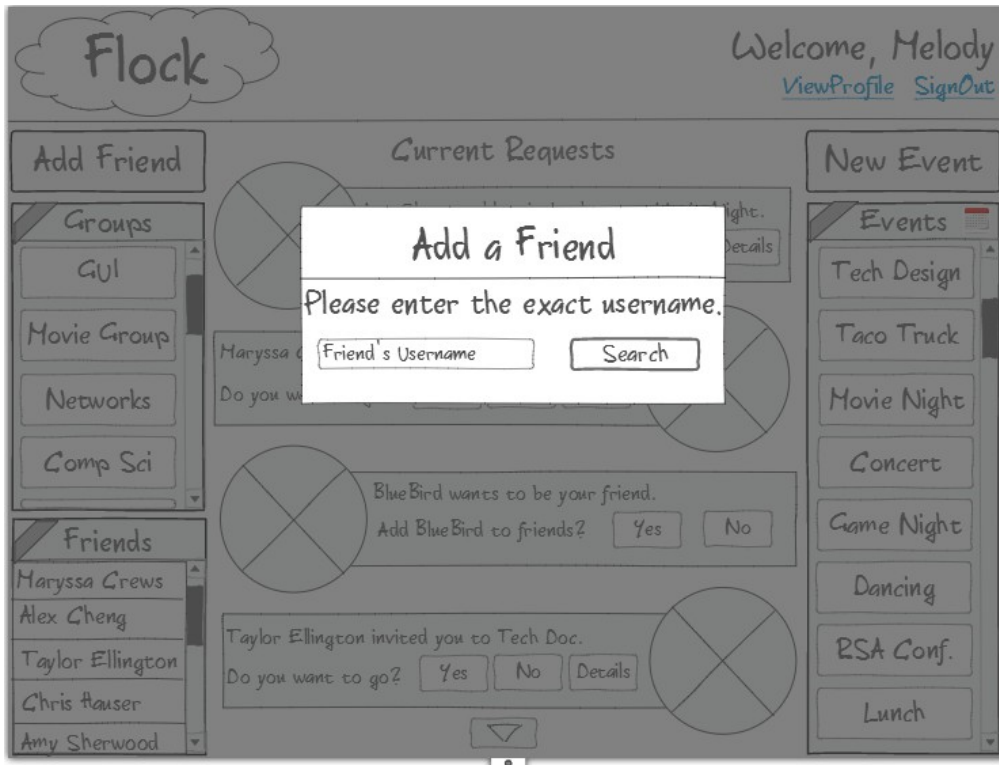


Figure 4.3: Adding a friend.

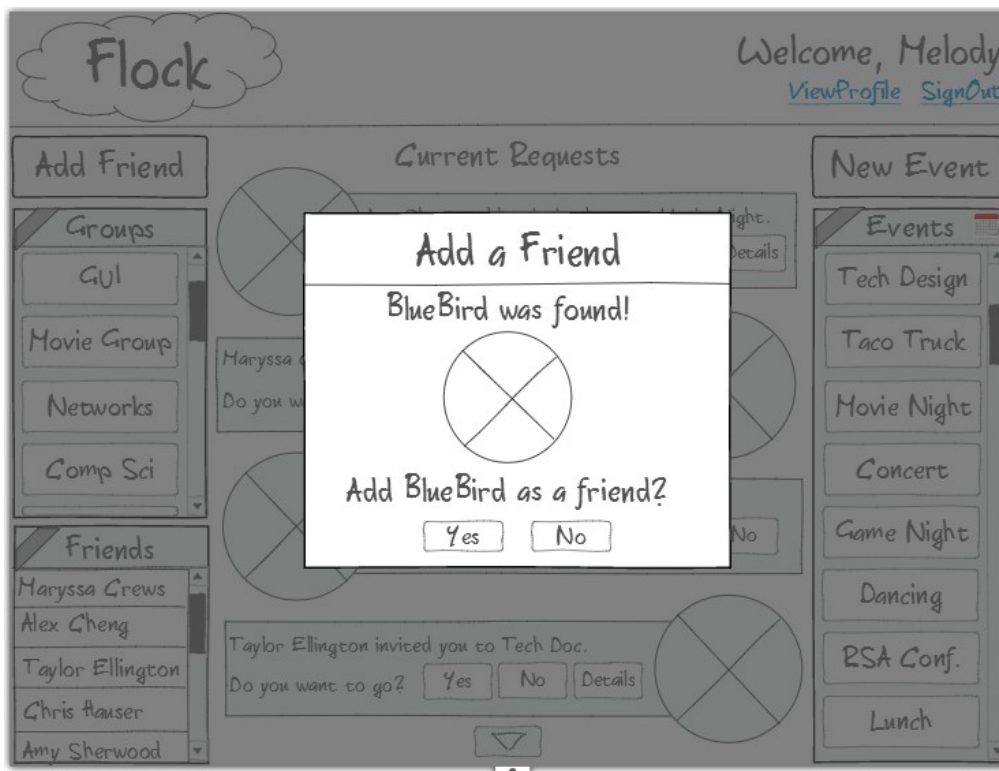


Figure 4.4: Once a friend has been found, you can add them or not.

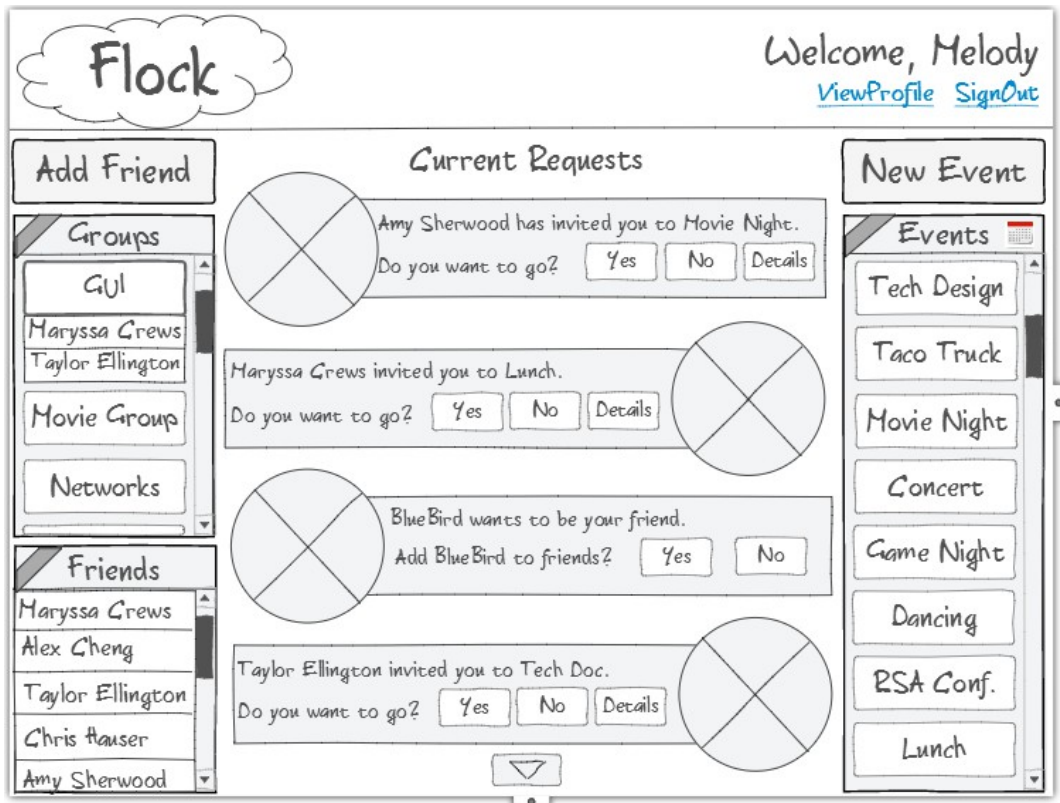


Figure 4.5: Viewing the friends in a group.

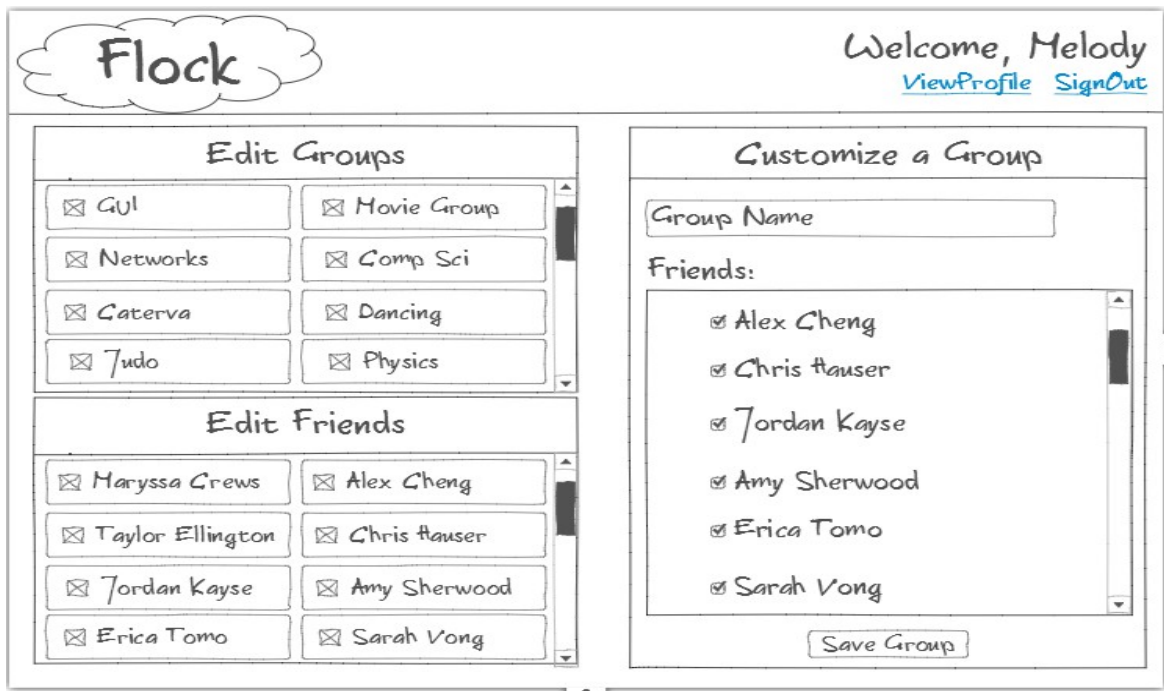


Figure 4.6: The edit page for friends and groups. You can create groups as well.

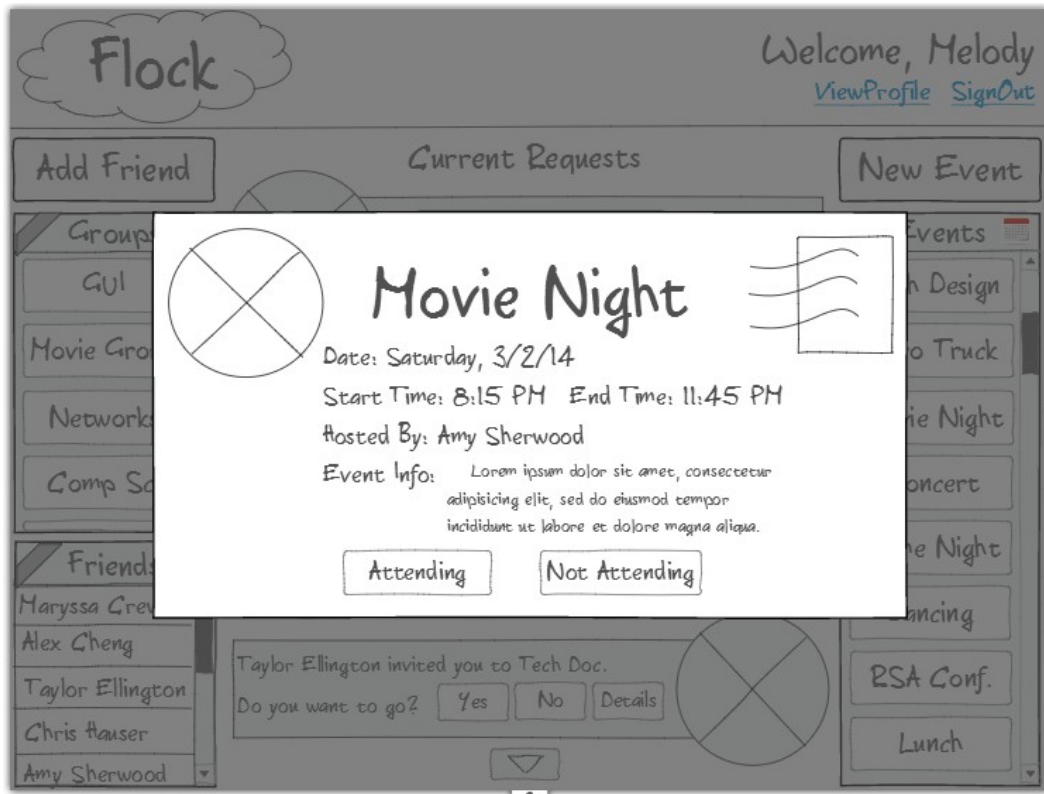


Figure 4.7: Viewing an event if you can't share it and you didn't create it.



Figure 4.8: Viewing an event if you can share the event. Includes the share button.



Figure 4.9: Viewing an event if you created it. Includes the edit button and cancel button.

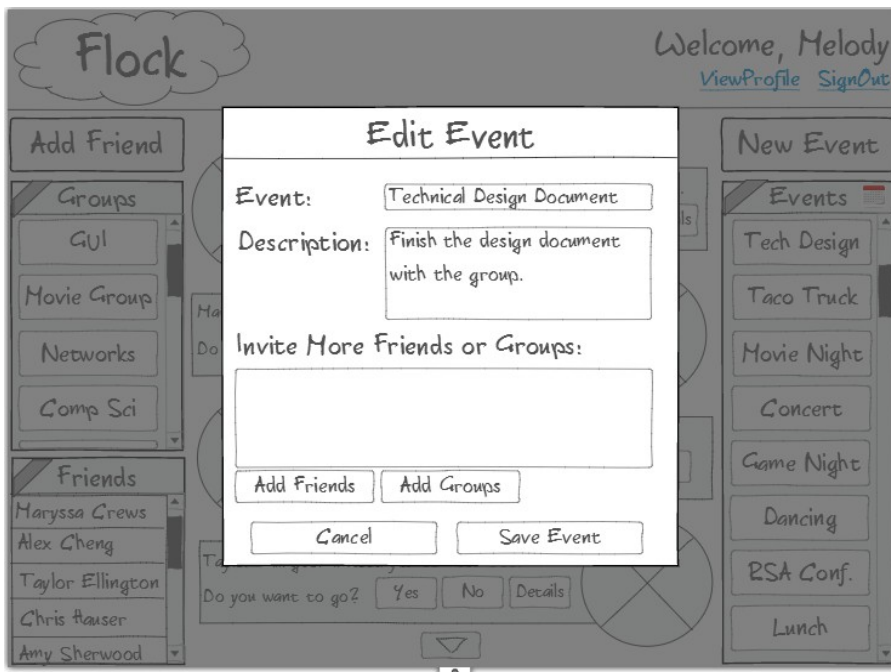


Figure 4.10: Editing an event. You can only change the name, description, and add friends.

The screenshot shows a web application interface with a 'Share Event' dialog box. The background is a dark grey sidebar with a 'Flock' logo and a 'Welcome, Melody' message. The dialog box is white with a black border and contains the following fields and buttons:

- Event:** Movie Night
- Hosted By:** BlueBird
- Description:** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo
- Date:** 3/2/14
- Start Time:** 8:15 PM
- End Time:** 11:45 PM
- Invited:** A large empty text area for listing invited users.
- Buttons:** 'Add Friends', 'Add Groups', 'Cancel', and 'Share Event'.

Figure 4.11: Sharing an event. You can add friends and groups.

Flock Welcome, Melody [SignOut](#)

Event Creator

Event:

Description:

Date:

Start Time: End Time:

Invited:

☒ Allow friends to share event.


Figure 4.12: The event creator.

Flock Welcome, Melody [SignOut](#)

Event Creator

Event:

Description:

Date: 

Start Time:

<< May 2013 >>						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
	1	2	3	4	5	
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

End Time:

Invited:

☒ Allow friends to share event.

Figure 4.13: When selecting a date, there will be a drop down calendar.



Figure 4.14: Adding friends to an event. Also used for edit and share event.

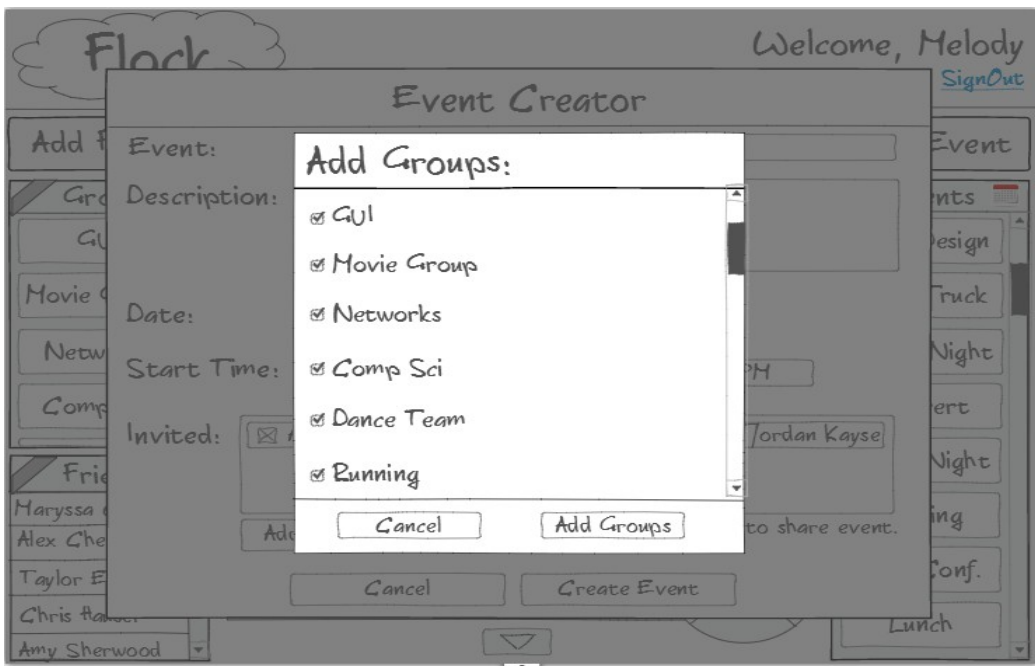


Figure 4.15: Adding groups to an event. Also used for edit and share event.

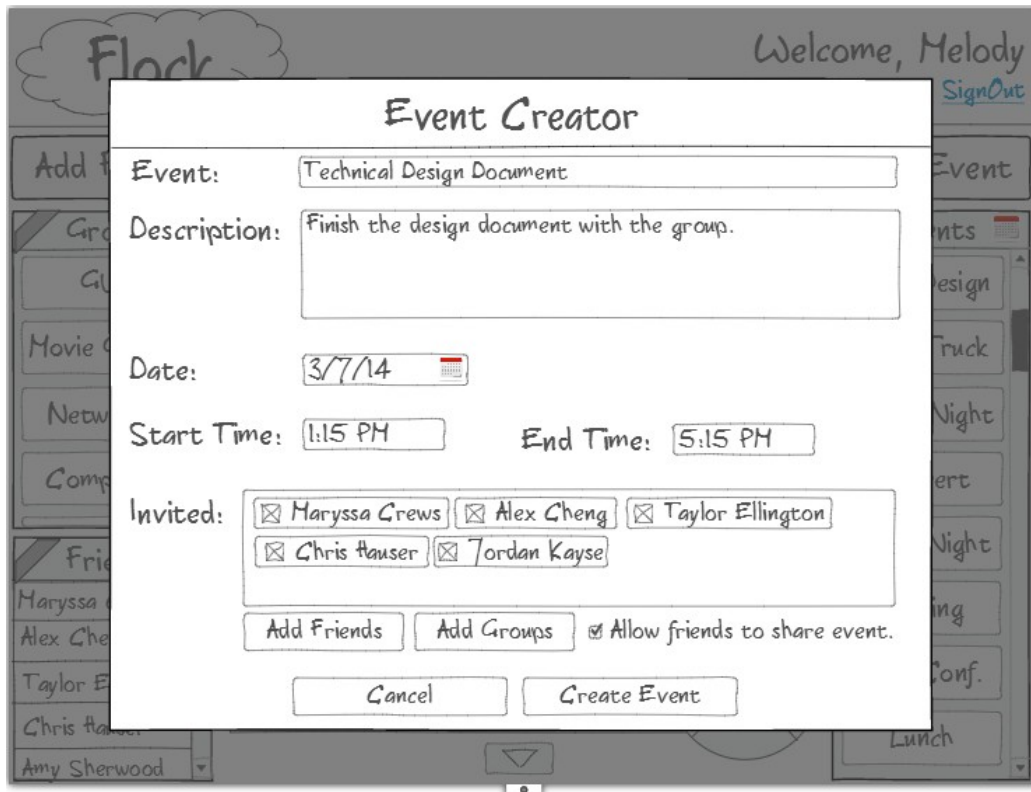


Figure 4.16: The event creator in its final stages.

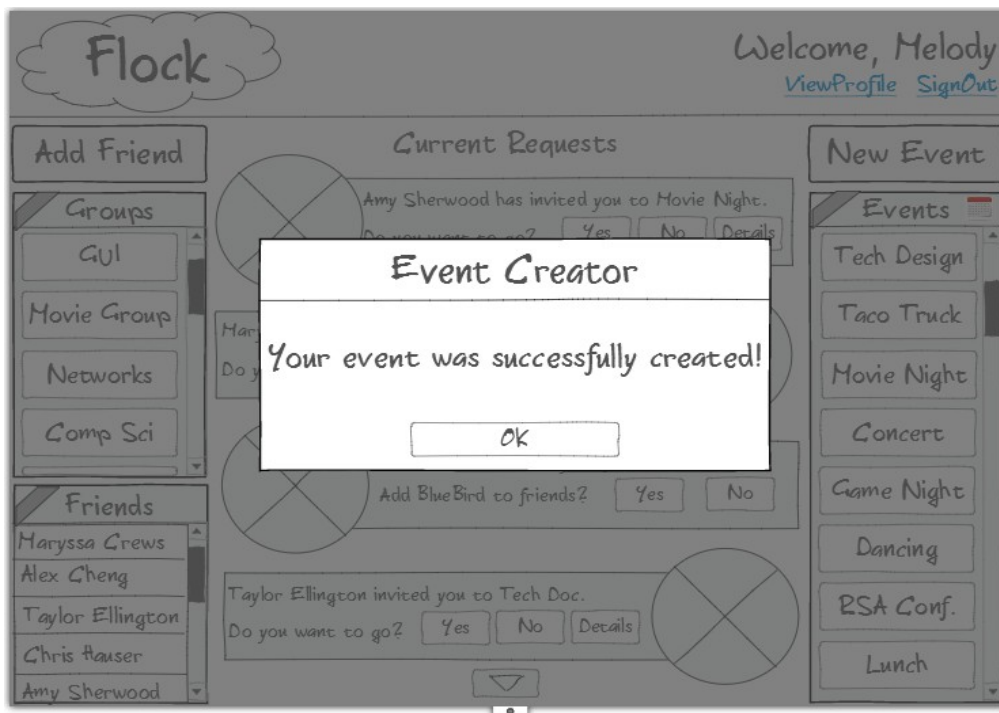
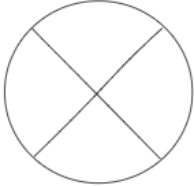


Figure 4.17: Notice that an event was created. A similar popup will be used for editing an event and sharing an event.

Flock
Welcome, Melody
[ViewProfile](#)
[SignOut](#)



Amy Sherwood's Profile

Username: BlueBird


About Me:

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

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Figure 4.18: The profile for a friend.

Flock
Welcome, Melody
[ViewProfile](#)
[SignOut](#)



Melody Walker's Profile

Username: OceanValley

[EditProfile](#)

About Me:

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu

Figure 4.19: Your profile. Includes an edit button

The image shows a web interface for a site called "Flock". At the top left, the word "Flock" is inside a cloud-like shape. At the top right, it says "Welcome, Melody" with links for "ViewProfile" and "SignOut". The main content area is titled "Edit Profile". On the left is a circular placeholder for a profile picture with a large 'X' over it, and a "Change Picture" button below it. To the right of the picture placeholder, the user's details are listed: "Name: Melody Walker", "Username: OceanValley", and "Email: MWalker@smu.edu". Below the email is a checked checkbox with the text "Click to receive event notifications by email." Under the "Edit Profile" title is a section labeled "About Me:" followed by a large text area containing the placeholder text "About Me Text Area". At the bottom of the form are two buttons: "Cancel" and "Save Changes".

Flock

Welcome, Melody
[ViewProfile](#) [SignOut](#)

Edit Profile

Name: Melody Walker
Username: OceanValley
Email: MWalker@smu.edu
☒ Click to receive event notifications by email.

[Change Picture](#)

About Me:

About Me Text Area

[Cancel](#) [Save Changes](#)

Figure 4.20: Edit page for your profile.

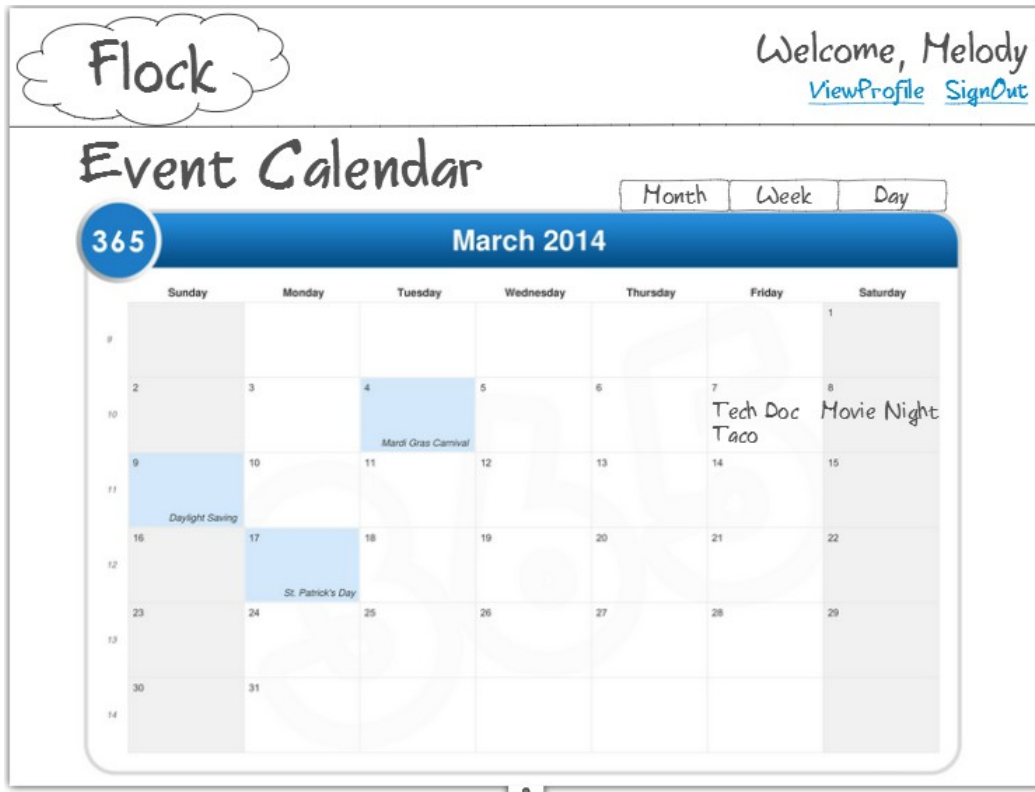


Figure 4.21: A calendar for viewing events. Includes month, week, and day.



Figure 5.1: The start page for the Flock application.

The sketch shows a mobile app interface for a registration page. At the top is a header bar with the word "Flock" in a large, handwritten font. Below the header is a rectangular box containing the title "Registration Page". Inside this box are five text input fields, each with a label above it: "Username", "First Name", "Last Name", "Email", and "Password". Below the "Password" field is another field labeled "Confirm Password". At the bottom of the registration box is a rectangular button labeled "Sign Up". The entire interface is drawn with simple black lines on a white background.

Figure 5.2: The registration page.

The sketch shows a mobile app interface for a home page. At the top is a header bar with the word "Flock" in a large, handwritten font. To the right of the header is a small square icon containing a person silhouette. Below the header is a large circular button with the text "Add Friend" inside. Below the circle are three stacked rectangular buttons, each with a label: "Events", "Friends", and "Groups". The entire interface is drawn with simple black lines on a white background.

Figure 5.3: The main page for the Flock application when logged in.

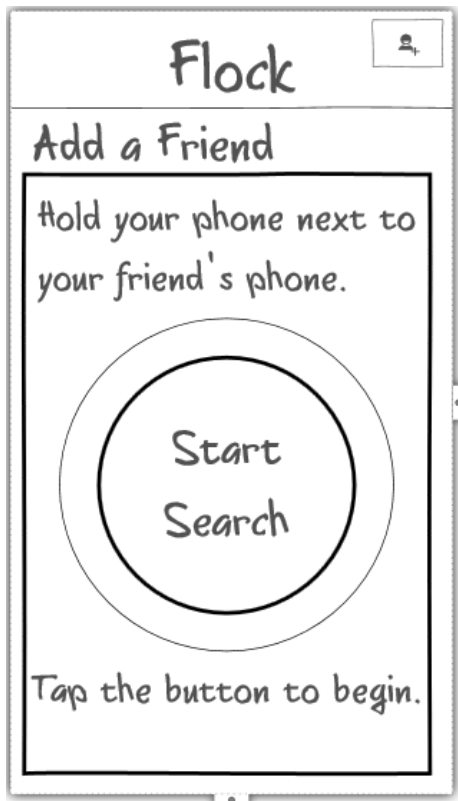


Figure 5.4: Adding a friend.

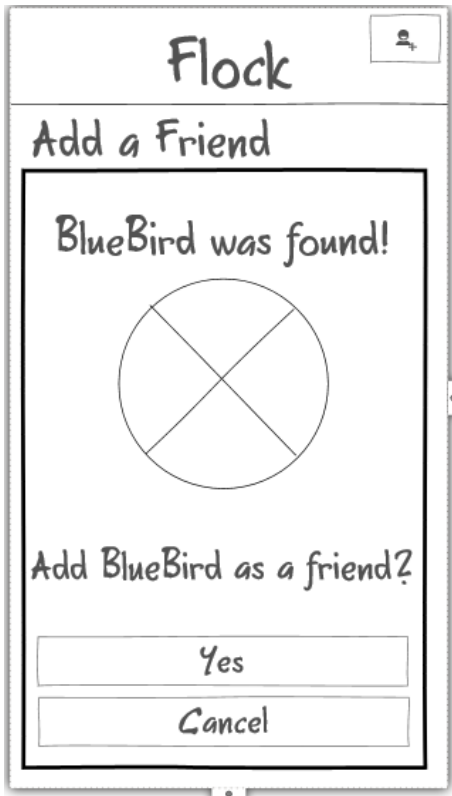


Figure 5.5: A friend has been found. You can add them or not.



Figure 5.6: The list of events.

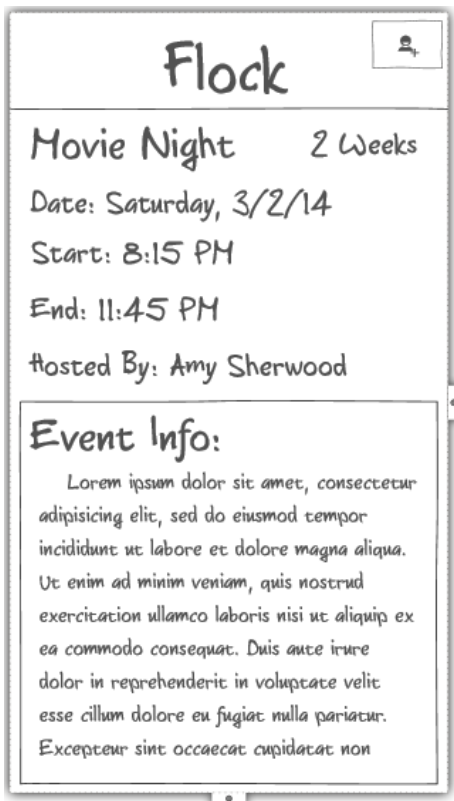


Figure 5.7: Information on a specific event.

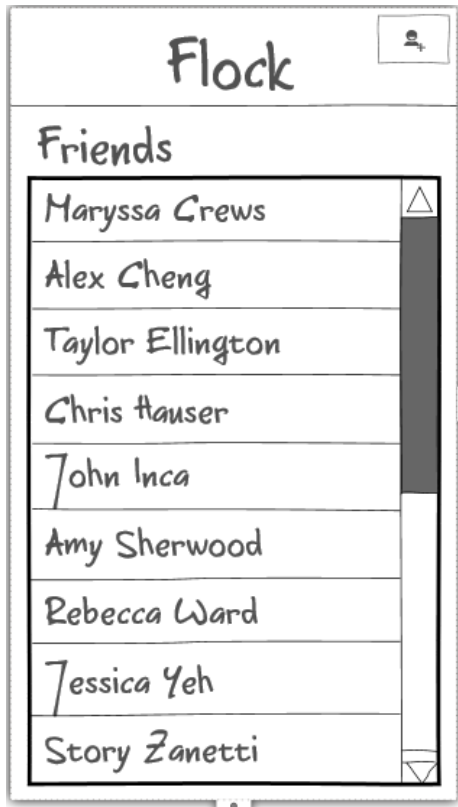


Figure 5.8: The list of friends.

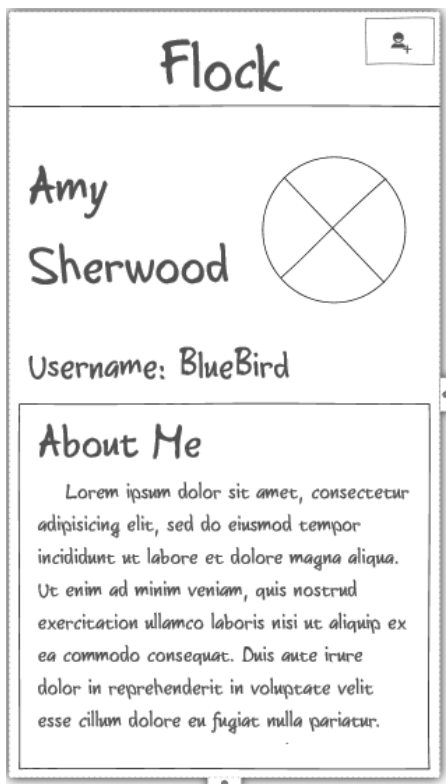


Figure 5.9: Viewing a profile.

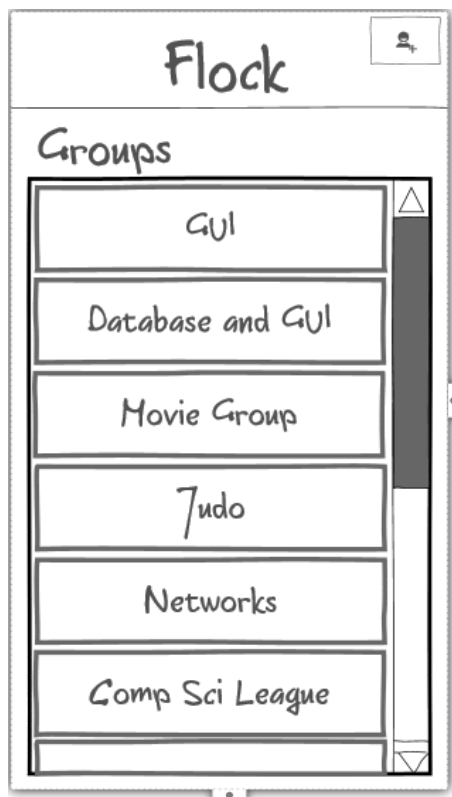


Figure 5.10: The list of groups.

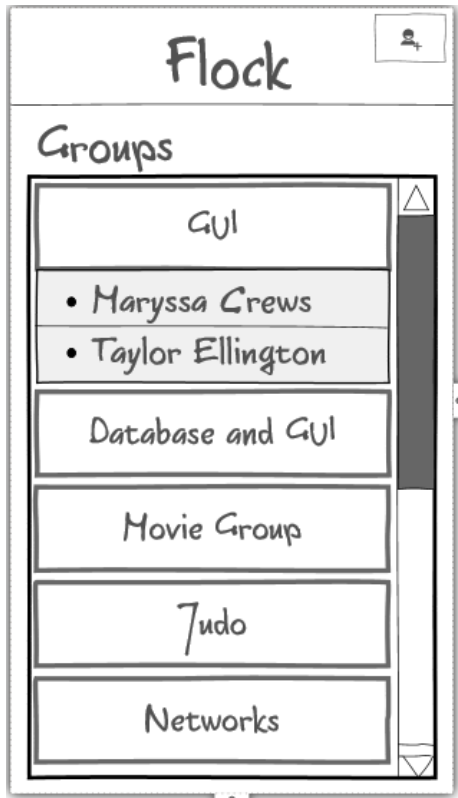


Figure 5.11: Viewing friends in a group.

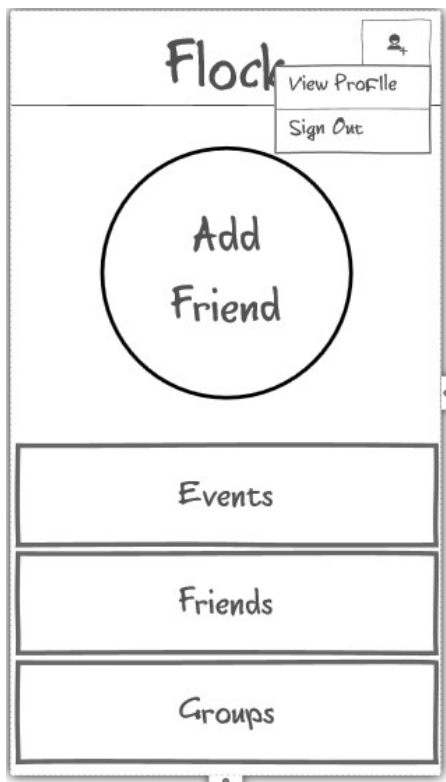


Figure 5.12: Options to view profile or sign out.

User Profiles

Name	Arden Leone	Will Alexander	Jessica Bryant	Ben Dupree	Rianna Airitam
Age	19	20	19	21	19
Gender	Female	Male	Female	Male	Female
Living in Dallas	No	No	No	Yes	Yes
Education Level	1st Year at College	2nd Year at College	2nd Year at College	3rd Year at College	2nd Year at College
Major	Dancing & Advertising	Cartography & Civil Eng.	Business	Biochemistry	World Languages
Experience with Software	Low	Medium	Low	High	Low
Activity Level	Medium	Medium	Low	Medium	High
Job	None	None	Hughes-Trigg	None	R.A.

Task Analysis

Q: How often do you plan events to go out with friends?

[Arden]: 2-3 times a month.

[Will]: Approximately once every two weeks.

[Jessica]: Not often.

[Ben]: About once every other week.

[Rianna]: All the time, but it doesn't always happen.

Q: Do you currently have a preferred way to plan events with your friends? What is it?

[Arden]: In person or in text.

[Will]: Facebook.

[Jessica]: When I do plan events, my friends and I usually choose about two people to be in charge of handling everything and then letting us all know what's happening.

[Ben]: By phone, Facebook, or messaging them through skype.

[Rianna]: We usually use Facebook to communicate with each other.

Q: What do you like and dislike about current online event planners like Facebook?

[Arden]: I like that you can see who is going. I don't like all the notifications.

[Will]: I like how Real-time group chat makes it easy for all of us to know what's going on at any given moment. There isn't anything I really dislike, but it would be nice to have an option to plan who goes in what car, since that is an important set of decisions for college aged people that often results in confusion.

[Jessica]: I like the easy access to the information, much easier than e-vites or email that I'm less likely to check or RSVP to, also easy to check back on. I dislike that I have to check frequently to make sure no important details have changed

[Ben]: Facebook's event system can seem chunky and hard to use at times.

[Rianna]: It's easy to see who is going and the title of the event, but it's not always good at giving the time, place, or description.

Q: Is there anything else you would use an event planner for besides going out with friends?

[Arden]: Larger parties. For example, a graduation, a birthday, etc.

[Will]: I suppose that if I were somebody important in a company that I could conceivably use such a planner to schedule company events. I can't really think of anything else.

[Jessica]: Probably not.

[Ben]: Planning club meetings and other extracurricular activities.

[Rianna]: Programs for my floor.

Q: How do you usually plan events with your friends? What steps do you go through?

[Arden]: I normally just talk to them in person.

[Will]: First, someone has to take the big step of saying "hey guys, let's do something." This is harder than it sounds. Then, an idea must be proposed that we all have a reasonable chance of agreeing on. Then there is a vote if there is more than one idea that folks like. Then someone has to propose a time and date. At this point, at least half of the group will say "maybe, I'll get back to you about that day." Then someone (usually me) has to follow up on the maybes after a reasonable time interval to confirm them, because they won't get back to you on their own. Once the group list is finalized, transportation must be planned. I'm sure once we're all 6 years older and have cars that won't be a problem, but it is for now while we're in school. Then on the day of The Event, expect everyone to be at least 15 minutes late, myself included.

[Jessica]: I never really plan big events; typically they're very small things: going out to lunch, catching a movie, maybe doing a dinner with a group. We usually do everything through text. We agree on a place to eat and a meeting time and that's it. I don't plan actual events.

[Ben]: I usually start by sending a message to my friends to ask if they are busy, then I tell everyone what time I was thinking of holding the event. Next, I wait for them to reply with whether or not that would work with them. If anything needs to be changed at this point, I go back and ask everyone what they think about the change.

[Rianna]: Usually, someone suggests going to an event, and then we plan food, departure time, and rides last minute (it's awful). After we're out though, usually anything goes.

Q: When planning an event, what fields would you expect to see to enter information? For example, a name, description, etc.

[Arden]: Name, description, date, time, and location.

[Will]: Name of Event, Name of Organizer/Host, Address, Time, Description of Event, Decorative Picture, Guest List.

[Jessica]: The name, description, and times.

[Ben]: Name, description, time, date, list of attendees (people who are going, might go, and can't go), a way to message the creator of the event or people who are attending the event, a way to provide related documents or images.

[Rianna]: Description of the event, the time and location for it, what to bring, if anything.

Q: How many screens would you expect to need when creating events? What would they look like?

[Arden]: 1 screen with a simple layout with everything.

[Will]: 1. With maybe a popup.

[Jessica]: I don't really know.

[Ben]: 3. One for inputting information about an event, one for adding people to the event, and one for the event once it has been entered.

[Rianna]: One? I'm not really sure...

Q: What is the most important feature of creating events?

[Arden]: Clarity of what the event is and who is invited.

[Will]: Ease of inviting and uninviting people, and ease of invited people to accept or decline.

[Jessica]: Details and making sure that those details aren't confusing or difficult to understand.

[Ben]: Lettings people know what it is and when it is.

[Rianna]: Details. How we're getting there, what time, etc.

Q: What features would you expect to see with the event planner to help you organize and view events?

[Arden] A countdown, calendar, or a friends list of who is going.

[Will]: Automatic link to Google Maps with the Address of The Event is the only additional feature I would expect in this day and age. A feature I would find helpful would be a way to assign people with items to bring to the event that they have to manually check off. An option to apply this feature to all guests at once would be nice.

Another feature I would like would be some way to create "cars" with a certain guest driving it. The number of spots in the car would be the number of seats that the driver has in his actual car. Spots could be assigned, or it could let people choose the spot they want in the car they want.

[Jessica]: A list. Maybe an email to notify me about events.

[Ben]: A list of events, and several ways to organize them. A list of "friends" or people who go to or have gone to events that you host. Event pages with information about events and ways to contact the host or post information.

[Rianna]: A calendar view.

Q: How much guidance would you need to add friends or create an event? Would you need pictures, sentences, or paragraphs?

[Arden]: Pictures.

[Will]: Icons with a single word by them would probably be enough to get most people through the process.

[Jessica]: Sentences.

[Ben]: Several short sentences should be able to guide me through the event creation process, if I had no prior experience with this website.

[Rianna]: Pictures are usually the most helpful, but sentences like captions would also help a lot.

Q: What jargon do you expect to see? Would phrases like "create a flock" be too weird?

[Arden]: I cannot think of any special jargon you would see. I would not use the word flock unless it has something to do with the site.

[Will]: Depends. If the whole site operated on a single theme, like it was all bird based and all of the actions were called bird phrases like "create a flock," nah it wouldn't be too weird. If the site was rather mundane and that particular phrase was the only thing on there that was different, it would be off-putting.

Personally, I would favor some sort of Apocalyptic Cyborgs Riding on Dinosaurs theme, but whatever works, I guess.

[Jessica]: The usual jargon like invitation or attending. Yes, that would be very weird.

[Ben]: Words like event, ASAP, RSVP, and other similar acronyms. Phrases like "create a flock" could work, depending on what it was supposed to represent. A flock of people who regularly go to certain types of events would be appropriate.

[Rianna]: I wouldn't be expecting too much outside of simple planning jargon, like RSVP. "Create a Flock" is not weird, I just wouldn't know what it means for a while.

Q: Would you enjoy adding friends simply by tapping your phones together?

[Arden]: Sure.

[Will]: If you mean adding people to your contact list, yeah, that'll be great. If you mean adding people you already know to an event, it would be neat, but I wouldn't use it a lot, since it would be easier to just send them an internet invite when you make the event.

[Jessica]: Yes.

[Ben]: Yes, that would be very convenient.

[Rianna]: That would be so cool. But it would probably be really hard to do.

Q: What method would you expect to use to add friends to an event? For example, check boxes, typing their names, etc.

[Arden]: Check boxes or a search bar.

[Will]: Options to do both of those would be good. Another option I would like would be to organize your contact list into certain groups, such as College Friends or Chess Club or whatever, and be able to select those groups to invite those people all at once.

[Jessica]: Either of those two options.

[Ben]: A combination of some sort of dynamic search and a way to select people from that list with a method similar to checkboxes or a second list.

[Rianna]: Typing their names would be easiest.

Q: What types of confirmation/feedback would you expect from the website and from what? For example, a pop up that says you successfully added an event or friend.

[Arden]: A reminder when the event is coming up.

[Will]: Sure. Also, pop-ups to inform you if a car filled up or that someone confirmed that they're bringing their stuff. An option to toggle a pop-up whether someone accepted the invitation or not, because they would be good for small parties but annoying for large ones.

[Jessica]: Not a pop-up, just being visibly shown that the person has been added would be enough.

[Ben]: Notifications when people join an event, notifications when someone posts something in an event, or messages you (if those features are included), notifications when an event is changed (if multiple people can edit an event). Option for email notifications.

[Rianna]: Pop ups like that are good, but some computers might block them, so maybe click a submit button and the next screen would say that you've successfully added whatever it is that you've added.

Q: If you had the chance to create an event, send it to your friends, and they could then share that event with their friends, would you take advantage of that feature?

[Arden]: It depends on the size of the event.

[Will]: Probably not. That sounds like an open party, which is fine if you're into organizing club events or open house affairs or whatever but it isn't something I, personally, do.

[Jessica]: No because I know that people don't like to share events with their friends. Very few people do it.

[Ben]: Yes, I would use this feature.

[Rianna]: It depends on the event. There should be a way to specify whether the event is private or not, and if it's more of a public event, that would be a really cool feature to use to spread the word.

Object/Action Analysis and Matrix

Objects	Attributes	Actions
Users	<i>Username, First Name, Last Name, Email, Password, Description, Picture</i>	<i>User: Log In, Log Out, Edit Information Guest: Register</i>
Events	<i>Name, Date, Start Time, End Time, Description, Guests</i>	<i>User: Add, Edit, Delete</i>
Groups	<i>Name, Members</i>	<i>User: Add, Edit, Delete,</i>
Friends	<i>Username, First Name, Last Name, Description, Picture</i>	<i>User: Add, Delete</i>

	<i>R=Registered User</i>	<i>G=Guest</i>					
		<i>Register</i>	<i>Log In</i>	<i>Log Out</i>	<i>Edit</i>	<i>Add</i>	<i>Delete</i>
<i>Users</i>		<i>G</i>	<i>R</i>	<i>R</i>			
	<i>User Name</i>						
	<i>First Name</i>						
	<i>Last Name</i>						

	Email						
	Password						
	Description				R		
	Picture				R		
Events						R	R
	Name				R		
	Date						
	Start Time						
	End Time						
	Description				R		
	Guests				R		
Groups					R	R	R
	Name						
	Members						
Friends						R	R
	User Name						

Software Lexicon

App - The android application that serves as a mobile interface for Flock.

Activity Level - A self ranking of a individual's amount of interaction with others

Low - A user does not go out a lot. Maybe once a month.

Medium - The user goes out once a week. Somewhat social.

High - The user will go out more than once a week. Very social.

Caterva - Our team name. It is the Latin version of flock.

Experience with software - A self ranking of an individual's familiarity with the tropes and trends using software.

Low - A user knows the basic software on the computer.

Medium - A user knows the basic information for the computer and knows how everything works.

High - Deals with a computers often. Knows how to program.

Flock - The name of our product. A number of birds of one kind, feeding, resting, and traveling together. To congregate or mass in a group.

Friend - Another Flock user who has agreed to mutually link profiles with you.

Group - A user defined collection of friends based on an arbitrary criteria.

Usability Test Outline

Our testing will take place with a sample of 5 individuals. These individuals will participate in objective based testing, they will be presented with the paper prototype of our product and asked to use a specific feature. The user will be asked to narrate his/her thought process as they navigate the interface, specifically emphasis will be placed on elements that seem ambiguous in their use. The note takers will observe the tester's interaction with the UI and record their objective data for each task. Additionally at the end of the test we will ask the user to provide us with their opinions about whatever benefits and issues they perceived with the design. In the event that a user is not able to complete the task based on our interface, the member of the team conducting the test will offer them a hint to put them back on track.

our metrics for the success of our design will be speed and efficiency, we will want our users to quickly learn and utilize our product based on visual cues and intuitive design, additionally we would like efficiency in using our interface where the user accomplishes their goal with a minimum of time spent navigating and clicking. For each task given during the testing we will measure:

- Time Taken
- Hints given
- User remarks during the test
- Objective remarks on the customer's mood/attitude towards a feature(frustrated, happy, etc)

The following is a full script for conductors of tests to follow, this script includes an overview of the application, prompts for feedback, and assignments for each task. Any information given to the testee that is not included in this script should be counted as a hint.

I - Intro

A- What is flock

Flock is a social networking application designed to connect people with the intent of bringing these people together to participate in shared interests and activities.

B- Main features

Flock has several features that are similar to other social networking products, being another users 'friend' constitutes a mutually agreed upon connection, users have unique usernames or "aliases".

C- What we are looking for

We need feedback from people outside our design team about the usability and

functionality of our product. that's where you come in, during the test you will help us find potential problems and oversights in our product

D- Instructions

Today's test will be task driven, you will take on the role of a prospective customer and use a paper representation of a potential website design to complete tasks that demonstrate the intended functions of the product. To simulate a mouse click, please tap the paper with a finger, to simulate text input say something descriptive about the text you would be typing, for example "I type my password". We ask that as you navigate the interface that you speak aloud and narrate your thought process so that we can gauge the effectiveness of our product. Do you understand these instructions? Does anything need further explanation before we begin?

II - Testing

A- Register

Please create an account

B- Login

Please login

C- Add friend

1 - Via app

Use the mobile interface to add a friend

2 - Via web

Use the web interface to add a friend by the Alias BlueBird

D - Create Group

Create a group and add some friends to it

E - Create Event

create a new event

F - Invite friends or a group to an event

Invite friends or a group to the event

G - Respond to an invitation

A friend has sent you an invitation to an event, please accept it

H - View events

1 - Via app

Use the mobile interface to view events you have are attending

2 - Via web

Use the web interface to view events you have are attending in calendar view

_____ I - Share an event with a friend

Please invite a friend to the event you accepted

J - View a friend's profile

Look at the profile of one of your friends

K- View your profile

Look at your profile

L- Edit your profile

Edit the about me section in your profile

M- Logout
Please logout

III -Gather feedback

- A - Likes
What did you like about the website
- B - Dislikes
what did you dislike
- C - Other
any other thoughts

Usability Report

On the whole, feedback on the design prototyped above was positive. One tester said that “features were right there, accessible quickly if you knew where to click”. Testers had very little trouble with tasks like registering, logging in, adding friends, and creating events. The testers acknowledged that certain functionality was very intuitive and during the test few of the testers had to really think about how to do these steps.

Issues began to arise when users were called upon to edit and alter things they had previously created. Users were unsure if clicking on the name of an event opened the change dialog or if they needed to click on the stripe on the upper left corner of the category. A tester suggested “adding an obvious edit button”. Perhaps the team should explore adding a gear icon or semantic equivalent to better indicate the function. Additionally, a user made the observation that there is no feedback about the current state of an event, for instance if a friend cancels their event it would just disappear, the tester suggested that we add in notifications for changes in events you are invited to.

Testers also expressed concerns about the main page, they found it to be rather “busy”. one tester commented that there is a lot of information to take in at first glance, another tester countered this point, noting that facebook and other social media sites have similar amounts of information on their homepage and that once one is used to it, the page is not that intimidating. One tester gave us an opinion on how to better focus our UI, by switching the feed section with the events section, giving events more space and prevalence on the page as the product is built around this particular functionality.

The final complaint that testers had about the interface was that finding the functionality to create groups was difficult. several users indicated that there needed to be a much more obvious way to access that function, a few testers needed hints during the testing process to find the button.

List of issues with design

Add group button is not easy to find - annoyance
adding friends does not auto-complete - minor problem
No updates on event status - annoyance
Button to open calendar is not obvious - minor problem
Button to edit is not obvious - minor problem
Main page is saturated - minor problem