

# The @ Company Remote Internship Milestone 1 Submission

By Jasper Caswell and Jesse Aguirre

## The @Event App:

### **-Purpose:**

The purpose of the @Event app is to give @sign holders the opportunity to track, create, and share events in their schedule.

This app will be great for

- Parties
- Formal Events
- Professional meetings
- Weddings
- And any other social events that one might have
- Businesses marketing their public events

### **-User Capabilities:**

- Users will be able to Login to the @sign and view their calendar.
- They can create events in this calendar that will save onto the @sign so that they can come back anytime and see their events
- They can edit details of an event that they have made.  
(life is busy plans never stay the same)

The details of the event that they could change would include

- Title
  - Description
  - Location
  - Date and Time
  - Category
  - Whether or not the event is public or private
- 
- Users can delete their created events
  - One of the most important feature is that users can share their events with other @signs
  - This inviting can be done when the event is created or afterwards when a user decides to add more people to their event

- Users who get invited to an event will be notified and they will have a choice to accept or reject the invitation.
- Upon accepting an event the event will be added to their calendar.
- An Event creator can see who has accepted their invitation and who has declined.
- Any changes the event creator makes to their event will be changed for all other users
- Users can leave an event that they have accepted an invitation to in which it will be removed from their calendar and the event creator will no longer see them as someone who has accepted their invitation.
- Users can see public events near their location
- Users can set themselves as going to public events and it will add to their calendar

## **Schedule for Weeks 1 and 2:**

### **Week 1**

- **Monday:**
  - Brainstorm @Event capabilities and purpose
  - Set up Virtual Environment and empty flutter project
- **Tuesday:**
  - Create mock-up UI designs
  - Continue fleshing out app capabilities
- **Wednesday:**
  - Continue mock-up designs
  - Finalize Mock-Up designs
  - Begin creating different screens in flutter (empty at first)
- **Thursday:**
  - Continue creating Flutter Screens (screens without functionality) just correct appearance and navigation
- **Friday**
  - Present what we have so far
  - Begin coding functionality beginning with simply logging in with an @sign

## Week 2

Week 2 will follow more loosely from the schedule since different functionalities may take longer or shorter to code than expected. The order of tasks should stay the same but specific weekdays may adjust based on implementation time of various features.

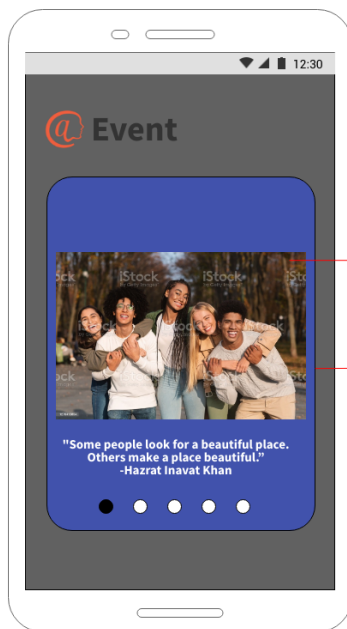
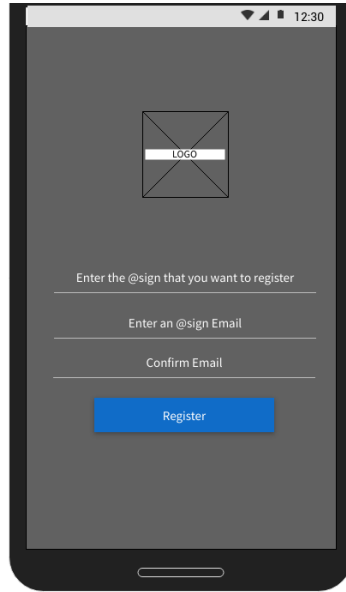
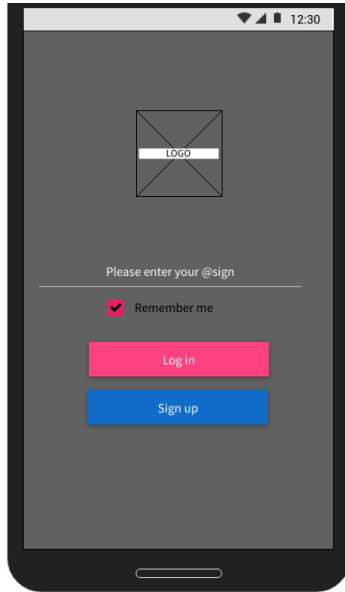
- **Monday:**
  - Continue Log in Process
- **Tuesday:**
  - Begin creating events that save with each @sign if login is functional
- **Wednesday:**
  - Invitations beginning with allowing other @signs to see the a shared event
- **Thursday:**
  - Notifications with the ability to accept or deny
- **Friday:**
  - Present what exists so far. Hopefully creating events and inviting are functional at this point.

If we are ahead of schedule feature order will go as follows:

- Leave event for invitees
- Making events public with the ability for others to see public events
- Making GeoLocation features to public events so only nearby can see public events in the area

# UI/UX Design

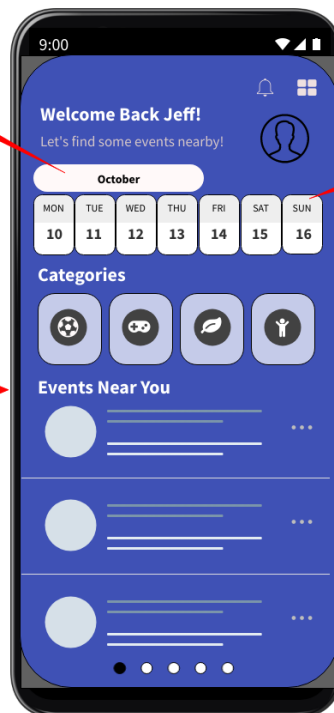
## Screen Mock-ups



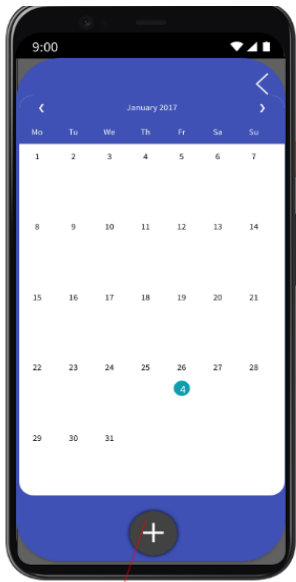
Button takes you to the monthly view of the calendar

Swiping displays the next screen of the welcome message

After the user reads the welcome messages it takes you to the main page

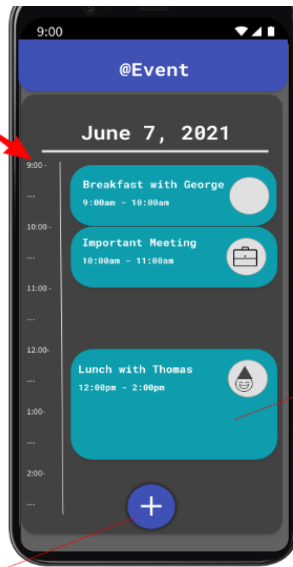


Button Displays the daily view of the calendar

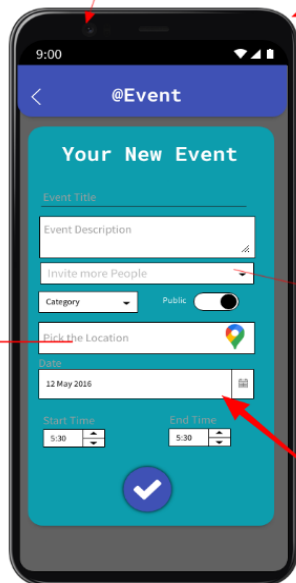
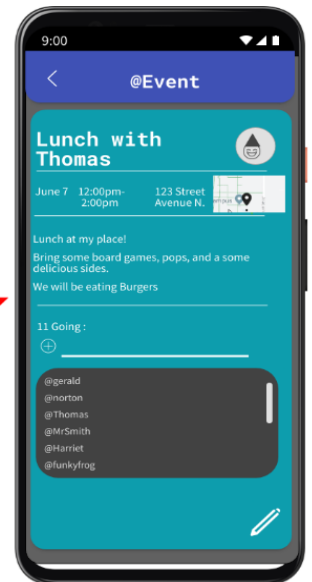


User clicks day

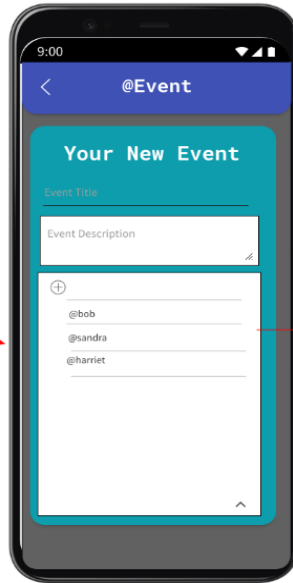
Scrollable



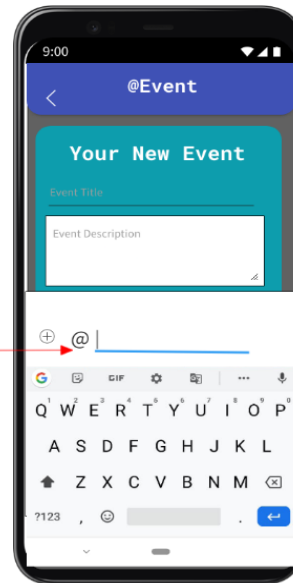
User Clicks on this Event



user clicks drop down

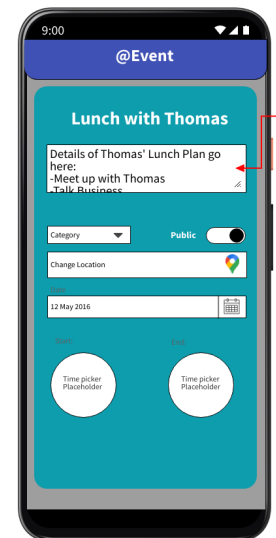
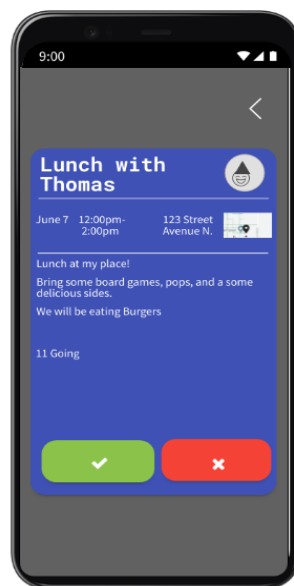
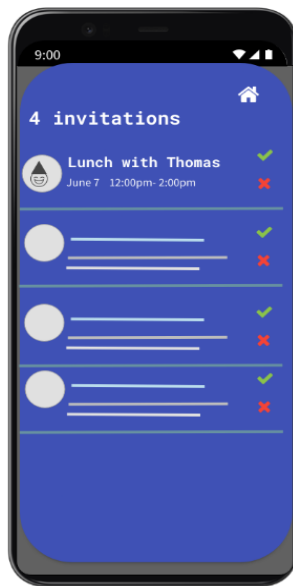
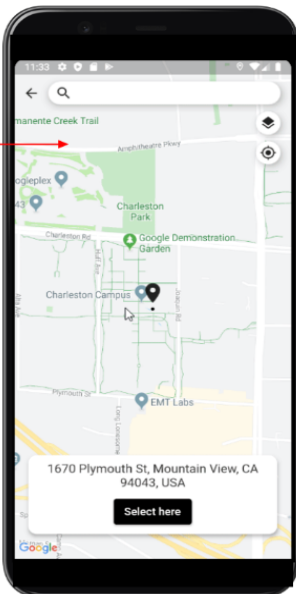


user clicks plus



After clicking plus again when name is typed name is added to list

Accesses a Google Maps Location Picker Widget



Expandable on Tap