

Mobile Applications and Services Challenge Project: Ready2Meet

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- Facilitate creating events and inviting people
- Provide tool for organizing the people joining the event
- Invite people you do not yet know based on their location
- Receive notifications on possible activities nearby

Business Model



- Target users: Everyone
- Development currently only for Android
- Marketing strategy:
 - Offer free events
 - Discounts for events
 - ⇒ Gain many users for the app



Possibilities:

- Completely free (i.e. open source)
- Advertisements
- Selling tickets for commercial events
- In-App sales:
 - No ads
 - Extended features: Target business customers or unlimited events for the user

Selected strategy:

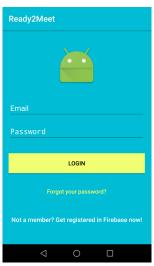
- Free basis version (ads possible)
- In-App purchases for extended features

Competitors



- Fever:
 - Generates an event list taking into account your interests
 - Only few events, only big cities
 - Focus on commercial events
- WeTorch
 - Free app that provides a selection of events near your location
 - Only in Spanish
 - Focus on cultural events and arts
- Event Manager: helps event organizers to grow their event reach and manage it
- Event Manager by Billeto: gives an overview of the event for event managers
- Facebook: Invite friends to events







(a) Login Screen

(b) Start Screen



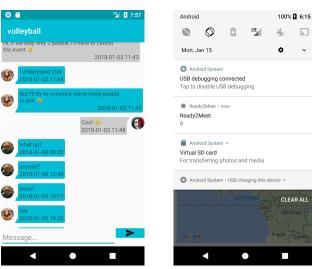




(c) Event List

(d) Event Details

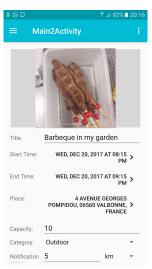




(f) Chat Notification

(e) Chat





(g) Add Event



(h) Add Event Location

Use Case - Joining an event



- User is in a new city (e.g. holidays) and wants to do something
- User opens the app and sees events of different types nearby
- User can join the event
- During event: user can take and share pictures
- In case of notifications: User is notified about new events or when his location changes

Use Case - Creating an event



- User has an idea for an event
- User opens the app and creates the event (time, place, category, capacity, . . .)
- User can manage participants
- Participants can organize themselves in a chatroom which is automatically created

SW Architecture – Database



fr.eurecom.Ready2Meet.database::User

+ DisplayName : String

+ ParticipatingEvents: Map<String, Boolean>

+ ProfilePictureURL : String

fr.eurecom.Ready2Meet.database::Event

+ id : String

+ title : String

+ description : String

+ owner : String

+ current : Long

+ categories : Map<String, Boolean>

+ capacity : Long

+ picture : String + place : String

+ startTime : String + endTime : String

+ Participants : Map<String, Boolean>

+ notificationArea : Long + latitude : Double

+ longitude : Double

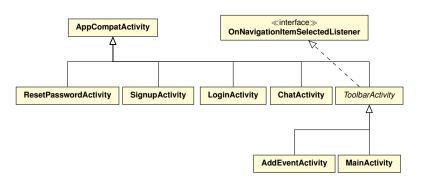
fr.eurecom.Ready2Meet.database::Message

+ message : String + senderId : String

+ time : String

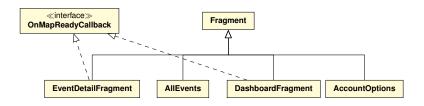
SW Architecture - Activities





SW Architecture – Fragments





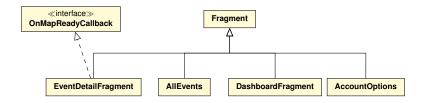
SW Architecture - Services



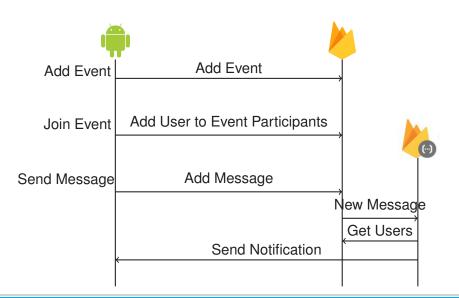


SW Architecture – Fragments









Technical Details



Permissions:

- Internet
- Location
- Read and write calendar

Frameworks used:

- Firebase: Realtime database
- Picasso/Glide: Image rendering
- Google Play Services: Maps/Places
- UI: RoundCornerProgressBar, circleimageview, customcheckbox

Status and Planning – SW development methodology



- ► Git (repo: https://github.com/KuechA/mobEvent)
- Agile development using 2 techniques:
 - Rapid application development: Prototyping, Adjustment of requirements
 - Chaos model: Resolve most important issue first
- Continuous discussion about own task attributions, issues etc. via WhatsApp





- Creating and joining events
- Real-time information for the user
- User-preferences taken into account
- Interaction with calendar
- Photo gallery for each event
- Chat for each event (incl. notifications)





- Berkay:
 - User management
 - Event list
 - UI enhancements
 - Support with event details
- Alex:
 - Adding events
 - Chat
 - Landing page
 - Event details
 - Backend (Firebase functions)
 - UI improvements
- Saad: UI



DEMO



Questions?