Set In Stone

Events are displayed and represented by images

Events are listed radially around the clock

Movement towards center of clock while pressed on an event expands currently visible information

Currently visible information is in the center and top space separated by importance

Top space is most important

Bottom space is prioritized for buttons and obvious things

Creating an event will require a different page for each input of data

Event creating is initiated by dragging from the “New Event” “Button” to the time value of the new event

Events can only be created for the next twelve hours

Events are pulled from Facebook

Evens are pushed to Facebook automatically when someone invited does not have twelve

XML