Final Report

Executive Summary

The UNSW Student Events App, ***Unite***, is designed for three primary user groups: students seeking relevant events, event organisers needing a simple promotion platform, and campus clubs/services aiming to boost engagement. Our mobile-first, map-based social app connects students to events and organisers in real time. *Unite* offers personalised recommendations, an interactive campus map, messaging between attendees and organisers, and role-based functionality with one-tap switching between attendee and organiser views.

Key differentiators include:

- **Interactive Map** – enables visual-first event discovery, replacing static event lists.
- **Group Announcements** – delivers organiser updates directly to attendees.
- **Real-Time RSVP with CSV Export** – streamlines attendance tracking for organisers.
- **One-Tap Role Switch** – instantly adapts the interface to match the user's role.

Two rounds of user testing informed our design. In Sprint 1, navigation difficulty rated a median of 5.5/7; by Sprint 2, this improved to 2/7 following targeted changes. Feedback led to the addition of an organiser dashboard with analytics, a simplified event creation form, integrated group announcements, and an enhanced scrollable map for real-time exploration.

Accessibility was prioritised from the outset. The prototype is designed to meet WCAG 2.1 Level AA standards, offering resizable text, 3:1 colour contrast, dark/light modes, multilingual support, and wheelchair-accessible route planning. The final Figma prototype demonstrates high-fidelity UI, validated technical feasibility, and a role-adaptive interface ready for development.

Introduction & Problem Statement

Our project addresses the lack of a central, intuitive platform for UNSW students, staff, and organisers to discover and manage campus events. Guided by our original problem statement from the preliminary report:

"To create an interactive UNSW events app which allows university students, staff, and organisers to find, create, and share university events to help elevate social experiences

across campus and expand engagement opportunities for student-led initiatives and affiliated businesses."

Through user research, we identified three major pain points:

- **Poor event discovery and visibility** – scattered and static listings cause students to miss relevant events.
- **Cluttered or unintuitive interfaces** – existing platforms make it difficult to navigate or filter for relevant activities.
- **Limited social engagement** – students and organisers lack effective tools to connect before and after events.

Our solution, Unite, directly addresses these issues through an interactive map-based discovery system, simplified event creation tools, and features that foster attendee-organiser communication.

Updated Requirements

The finalised requirements reflect both the insights from our preliminary research and the changes implemented after prototype testing. All updates are linked to the relevant epics and user stories.

Functional Requirements (continuing from F1–F11):

- F12: The system shall allow organisers to send group announcements to all event attendees in real time.
- F13: The system shall support one-tap switching between attendee and organiser modes, with the UI adapting instantly.
- F14: The organiser dashboard shall display monthly analytics, including total attendees, finances, and upcoming events.
- F15**:** The system shall allow organisers to export RSVP and attendee data in CSV or Excel format directly from the dashboard.

Non-Functional Requirements (continuing from N1–N9):

- N10: The system shall maintain a consistent navigation experience across both attendee and organiser modes.
- N11: The system shall provide a fully accessible text-based alternative to the interactive map (including event list, addresses, and filters) to ensure discoverability for users without map access or those using assistive technologies.

Mapping to Epics & Stories:

- Group Announcements – Epic 2 (Event Organiser), supports Story 2.4.
- Role Switching – Cross-epic enhancement for both attendee and organiser personas.
- Analytics Dashboard – Epic 2, expands on Story 2.3 for event management insights.
- CSV/Excel Export – Epic 2, linked to Story 2.3 for RSVP list management.

Changes from Prototype Feedback:

1. Added organiser dashboard with analytics.
2. Simplified event creation form (grouped fields, removed optional ones).
3. Integrated group announcements feature.
4. Enhanced interactive map for real-time campus events.
5. Added CSV/Excel export functionality for RSVP lists.

Accessibility Report

Why Accessibility Matters

1. **Increased Reach**:
   Increasing accessibility allows Unite to expand its target audience. While the students with disabilities is a small portion of UNSW (11% in 2018), making Unite accessible indirectly entices more users; Stakeholders including influential organisers, businesses, and UNSW, are more likely to appeal to an inclusive app.
2. **Improved User Experience and Satisfaction**
   Accessibility enhances usability and improves overall user experience and satisfaction. E.g. “2.4.4. Link Purpose” of the WCAG guidelines, improves the clarity of unambiguous actions like “click here”, preventing cognitive dissonance. An accessible design requires less time and cognitive load for a more satisfactory user experience.
3. **Legal Compliance**
   Australia's Disability Discrimination Act 1992 (DDA), enforced through the Australian Human Rights Commission (AHRC), requires apps to be accessible. While only government websites need minimum Level AA criteria (WCAG 2.0), the DDA applies broadly to digital services. Therefore, it is best practice to follow legal accessibility requirements closely, particularly for overlooked or future laws & regulations. Otherwise, failed compliance may result in fines up to $100,000, lawsuits, and reputation damage.

Link to Acceptance Criteria & User Stories

Accessibility features in Unite are tied directly to core requirements and stories. E.g. alt text for images (WCAG 1.1.1) supports **F7** and **Story 2.2**, ensuring event uploads are screen-reader friendly. Consistent navigation (WCAG 3.2.3) meets **N10** and supports **F13** for smooth role switching. Customisable notifications (WCAG 2.2.4) link to **F12** and **Story 2.4**, letting organisers send updates without overwhelming users. Semantic headings (WCAG 2.4.6) help screen readers order events for **Story 1.1**, and accessible map alternatives (WCAG 4.2.1) meet **F1** by listing event locations in text.

WCAG Checklist Table

Guideline & Success Criterion	Level	Status	Actions Needed
1.1.1 Non-text Content	A	✅ Met	Ensure alt text fields are implemented in final coded solution
1.4.3 Contrast Minimum	AA	✅ Met	None
1.4.4 Resize Text	AA	✅ Met	None
2.1.1 Keyboard	A	✅ Met	Test keyboard flow in coded version
2.4.2 Page Titled	A	✅ Met	None
2.4.3 Focus Order	A	✅ Met	Test with screen reader in coded version
2.4.6 Headings & Labels	AA	🟡 Partial	Implement in final build
3.1.1 Language of Page	A	✅ Met	None
3.1.2 Language of Parts	AA	🟡 Planned	Add translation toggle
3.2.3 Consistent Navigation	AA	✅ Met	None

1.2.2 Captions	A	🟡 Planned	Add video caption tool in organiser upload flow
1.3.1 Info & Relationships	A	🟡 Planned	Implement ARIA labels in coded map
2.2.4 Interruptions	AA	🟡 Planned	Build settings page for notification preferences
2.3.1 Three Flashes	A	✅ Met	Add warning if future uploads contain flashing
2.5.1 Error Identification	A	🟡 Planned	Add form validation in coded version
4.1.2 Name, Role, Value	A	🟡 Planned	Accessibility QA in development
4.2.1 Accessible Alternatives	A	✅ Met	Add ARIA to map markers

WCAG Assessment

Guidelines Currently Implemented

Guideline 1.1:

1.1.1 Non-text Content (A): We designed all non-text content to allow alternative text descriptions. Users relying on assistive technologies like screen readers can now understand event information. E.g. icons for date, location, and ticket price are intended to have descriptive labels.

Guideline 1.4:

1.4.3 Contrast Minimum (AA): The prototype uses a clean, high-contrast colour scheme, ensuring event details like names, dates, and ticket prices are easily distinguishable.

1.4.4 Resize Text (AA): Our text is designed to be scalable without loss of functionality.

Guideline 2.1:

2.1.1 Keyboard (A): Navigation through events, categories, and filters can be completed via keyboard input.

Guideline 2.4:

2.4.2 Page Titled (A): Prototype has a footer navigation bar for easier accessibility.

2.4.3 Focus Order (A): Prototype uses filters and search for items like events and profiles.

2.4.6 Headings and Labels (AA): Additional features such as "skip to main content" links, breadcrumb trails, and improved heading structures will be implemented to enhance navigation for keyboard and screen reader users. This allows more users to check events by date as required in User Story 1.1 (see appendix), where screen readers can announce date headings.

Guideline 3.1:

3.1.1 Language of Page (A): Language of the page is consistent with plain English, making information understandable for broad audiences.

3.1.2 Language of Parts (AA): Users can change language (default: English), with more languages in future iterations.

Guideline 3.2:

3.2.3 Consistent Navigation (AA): All interactive elements are consistently positioned and styled. This is essential for N10 - Consistent Navigation (see appendix), ensuring navigation elements remain in predictable locations.

Guidelines for Future Implementation

Guideline 1.2:

N/A: Currently no audio or video content. In future iterations, event organisers can upload promotional videos, which will contain captions for all spoken content **(1.2.2 Captions (A))**, transcripts for audio-only content **(1.2.1 Audio-only (A))**, and accessible media controls.

Guideline 1.3:

1.3.1 Info and Relationships (A): Future development will ensure content is structured with semantic HTML and ARIA landmarks to improve screen reader navigation, particularly the interactive event map. This is crucial for screen reading users to identify form fields with audio in User Story 2.1 (see appendix)

Guideline 2.2:

Since the current prototype contains no strict time limits for completing actions (e.g. no automatic session expiry or timed booking forms), most of 2.2 is not currently applicable.

However, notification features are planned, which will alert users about upcoming events. In future iterations, users can customise notification times/frequency, in line with **2.2.4 Interruptions (AA)** (allowing users to postpone or dismiss non-emergency notifications) and **2.2.1 Timing Adjustable (A)** (if any future timed booking or RSVP features are added, users can extend or remove time limits). This fulfills requirement F12 (appendix), where organizers can send real-time updates that users can control to avoid being overwhelmed.

Guideline 2.3:

2.3.1 Three Flashes (A): Our prototype doesn't contain any flashing content.

If event organisers upload videos with flashing content a warning feature will be added in future prototype.

Guideline 2.5 (Error Handling):

2.5.1 Error Identification (A): Minimal checking in form, but more planned in future prototypes.

Guideline 4.1:

4.1.2 Name, Role, Value (A): While basic HTML semantics are used in the prototype, the final product will be tested with assistive technologies (e.g., NVDA, VoiceOver) for full compatibility.

Guideline 4.2:

4.2.1 Accessible Alternatives (A): Our prototype includes an embedded interactive event map to help users visualise where events are located. While useful, interactive maps can present accessibility challenges for screen readers or keyboard users.

All map locations are provided in a structured text list with event names, addresses, and links to full details. This ensures that users who cannot interact with the map can still access the same information. Future iterations will include ARIA labels to map markers and make map controls keyboard operable.

Limitations & Future Work

As this is a **Figma prototype** with no backend, accessibility features are conceptual and have not been coded or tested in a live environment. Interactive elements such as keyboard navigation, screen reader compatibility, and ARIA landmark structure are planned for implementation in the coded solution. Performance, error handling, and alternative input methods will be validated during development to ensure full WCAG compliance.

Testing Report

Rationale for testing

We ran two moderated usability iterations to validate core assumptions behind **Unite**: that a map-first discovery pattern improves event findability, and that a role-adaptive interface (attendee ⇄ organiser) reduces friction for event creation and management. Because the project is a Figma high-fidelity prototype (no backend), testing focused on discoverability, navigation, task success, design clarity, and whether prototype flows matched the acceptance criteria derived from user stories.

Participants & method

- **Sprint 1:** 11 participants (8 attendees, 3 organisers). Feedback Form: Unite S1 Prototype Feedback
- **Sprint 2:** 10 participants (6 attendees, 4 organisers). Feedback Form: Unite S2 Prototype Feedback Form

  Participants were UNSW students and student organisers recruited via class and club channels. Sessions were moderated, tasks completed on the Figma prototype, and notes, observed behaviours and verbal feedback recorded. Measures captured: task success (pass/partial/fail), perceived navigation difficulty (1 = very easy to 7 = very difficult), and qualitative feedback.

Test script & acceptance criteria

Tasks covered primary attendee and organiser journeys:

Attendee tasks

1. Find an event happening today near a specified building and open directions. (AC: events discoverable by date & proximity; Get Directions visible — Story 1.1 / F1–F2)
2. View event details, see who's attending, and contact the organiser. (AC: attendee list + contact — Story 1.4 / F11)
3. RSVP to an event. (AC: RSVP flow visible — F9)

Organiser tasks

1. Switch to organiser mode. (AC: one-tap role switch — F13 / N10)
2. Create a new event with required fields. (AC: form validation and submission — Story 2.1 / F5–F6)
3. View RSVP list and export as CSV. (AC: view + export — Story 2.3)
4. Post an announcement to attendees. (AC: group announcement visible to attendees — Story 2.4 / F12)

Overall Impact of Testing

Feedback form data: Unite Feedback Results

Testing across Sprint 1 and Sprint 2 clearly demonstrated the value of iterative feedback and targeted feature refinement. Participant feedback directly guided the implementation of core features and interface changes that significantly improved usability for both attendees and organisers.

The Table below summarises the changes in key usability metrics and task completion rates between the two sprints.

Sprint 1 vs Sprint 2 Testing Summary

Metric / Task	Sprint 1 Result	Sprint 2 Result	Change / Notes
Median Navigation Difficulty (1–7, lower is better)	5.5 (navigation felt unclear, especially role switch)	2.0 (role switch clear, map improved findability)	↓ 64% difficulty
Role Switch Visibility	Hard to locate (6/8 missed it)	Clearly visible, all found	Resolved
Find Event via Map	Not available (list only)	100% success; attendees preferred map over list	New feature
Create Event – Required Fields	Users skipped optional/required fields; cluttered layout	All fields completed; grouped layout reduced errors	Improved form
Contact Organiser	Not available	100% success; seen as essential	New feature
View Attendee List	Not available	100% success	New feature
Export RSVP List (CSV/Excel)	Not available	4/4 organisers said extremely useful	New feature

Group Announcements	Not available	100% success; all organisers liked it	New feature
Overall Satisfaction (1–7)	4.0	6.3	↑ +2.3 points

Key Observations

- Navigation difficulty dropped significantly (from 5.5 to 2.0) due to a persistent role-switch button, clearer map access, and cleaner event creation flow.
- Map-based discovery was the most positively received change — described as “instant” and “visual” compared to scrolling lists.
- Organisers highlighted RSVP export and group announcements as major workflow improvements for managing attendance and last-minute updates.
- Removing optional fields and grouping related inputs in the event creation form eliminated missed-field errors and sped up completion.
- Every new feature introduced in Sprint 2 achieved 100% task success without formal onboarding.

Sprint 1 outcomes (findings & pass/fail)

Method: 8 moderated sessions (5 attendees, 3 organisers); tasks covered both attendee and organiser flows.
Quantitative: Median navigation difficulty = **5.5 / 7** (navigation felt unclear, especially role switching).

Findings & acceptance results

- **Role switch discoverability (AC: one-tap switch)** — **Fail**. Many participants could not locate the toggle; most looked in profile settings.
- **Create event form (AC: validation & usability)** — **Partial**. Required fields present but layout cluttered; image upload/preview unclear.
- **Event discovery (AC: events by date/proximity)** — **Partial**. List view only; participants repeatedly requested a map-based view.
- **Contact organiser & attendee list (AC: social engagement)** — **Fail**. No direct contact option; attendee list missing.

- **Search & filter (AC: filter by category)** — **Pass**. Filters worked but lacked prominence.

Representative quotes

- “I can’t find how to become an organiser, is it in settings?” (organiser)
- “Lists are fine, but I want a map, I don’t know where the venues are.” (attendee)
- “The app has a boring colour palette.” (attendee)
- “I couldn’t find the list of event attendees.” (attendee)
- “I was not able to find organiser contact details.” (attendee)

Changes implemented after Sprint 1

- Added a **persistent role-switch toggle** in bottom navigation for visibility.
- Introduced **Contact Organiser** button and attendee list in event details.
- Replaced static location text with a **scrollable interactive map** and accessible text-based list.
- Simplified **Create Event** form: grouped related inputs, removed optional clutter, added image preview placeholder.
- Simulated **CSV/Excel RSVP export** feature in organiser dashboard.

Sprint 2 outcomes (findings & pass/fail)

Method: 10 moderated sessions (6 attendees, 4 organisers); same tasks plus new features (map, announcements, dashboard, CSV export).
Quantitative: Median navigation difficulty = **2.0 / 7**.

Findings & acceptance results

- **Role switch (AC)** — **Pass**. All participants found and used it without difficulty.
- **Create event & validation (AC)** — **Pass**. Grouped layout improved speed; required field validation visible.
- **Event discovery & map (AC)** — **Pass**. Interactive map intuitive; clustering reduced marker clutter.
- **Contact organiser & attendee list (AC)** — **Pass**. Used successfully in tasks.
- **CSV export (AC)** — **Pass (conceptual)**. Export simulated; organisers found it “extremely useful” for club records.
- **Group announcements (AC)** — **Pass**. Organisers posted announcements; attendees confirmed visibility.

Representative quotes

- “Announcements are a great feature.” (organiser)
- “Navigation is very easy and clear.” (organiser)
- “The map makes it easy to find something quickly.” (attendee)
- “Intro feels a bit long.” (attendee)
- “Wish I could get a spreadsheet of attendees for specific events.” (organiser)

Design changes implemented after Sprint 2

- Added **organiser dashboard** with monthly attendee counts and finance summary.
- Refined **map clustering** and enlarged filter tap targets for mobile.
- Added **scheduled announcements** and in-event announcement feed.

Persistent issues and impact

1. **Runtime accessibility verification not completed.** Figma annotations exist, but ARIA/assistive-tech behaviours require coded verification. Impact: cannot claim full WCAG compliance until development QA and screen-reader testing.
2. **Error handling (forms) runtime behaviour not implemented.** Visual mocks are present; actual inline ARIA alerts and data validation must be programmed. Impact: potential for data integrity issues if not implemented.
3. **Backend-dependent features simulated.** CSV export and messaging were conceptually validated; end-to-end performance and edge cases need development testing.
4. **Intro Animation:** The intro animation should be shortened after a user's initial launch of the app.
5. **CSV/Excel Export:** The option to export data in a CSV or Excel format should be available on the RSVP page. (Current solution is shown in figure 7 in the appendix)

Final Design & Features

The final design of **Unite** integrates all core requirements identified through research and refined over two prototype testing sprints. Each feature was validated for usability, accessibility, and scalability, ensuring it is ready for handover to development.

1. Role-Specific Interfaces

- **One-Tap Role Switch:** Instantly toggle between Attendee and Organiser modes without separate logins. (Figure 6 in appendix)
- **Adaptive Layouts:** Interface changes dynamically to show tools relevant to each role.

- **Attendee View:** Event discovery, map navigation, RSVP, and organiser contact. (Examples shown in appendix)
- **Organiser View:** Dashboard analytics, event creation, announcements, RSVP management, CSV/Excel export. (Examples shown in appendix)

2. Event Discovery

- **Interactive Campus Map:** Scrollable with event markers, clustering for dense areas, and real-time filtering for “Today’s Events.”
- **Search & Filter:** Narrow results by category (Club, Academic, Social) or keywords.
- **Personalised Recommendations:** Suggestions based on user interests and past activity.
- **Get Directions:** Integration with Google Maps for event navigation.

3. Event Management (Organiser Mode)

- **Create Event Form:** Streamlined by grouping related fields and removing unnecessary inputs.
- **Image Upload:** JPEG/PNG support with live preview.
- **Real-Time RSVP Tracking:** View attendees with profile thumbnails.
- **CSV/Excel Export:** Download attendee lists for planning and integration with existing records.
- **Group Announcements:** Send updates to all event participants instantly.

4. Social Engagement Features

- **Attendee Lists:** See who else is attending to encourage networking.
- **Messaging System:** 1:1 and group communication between organisers and attendees.
- **Follow Organisers:** Get notified when followed organisers post events.

5. Accessibility & Inclusivity

- **WCAG 2.1 Alignment:** At least five criteria met in prototype stage, detailed in Accessibility Report.
- **Custom Display Modes:** Light/Dark themes to support visual comfort.
- **Language Support:** English plus planned future translations.
- **Wheelchair Route Indicators:** For events with physical accessibility needs.

6. Feedback-Driven Refinements

From Sprint 1 to Sprint 2, targeted changes were made:

- Simplified organiser tools after feedback on cluttered forms.

- Added analytics dashboard for tracking attendance and event metrics.
- Enhanced map with filtering and clustering to reduce visual overload.
- Integrated group announcements following organiser requests.
- Ensured consistent navigation structure across all screens for smoother switching between roles.

Final Prototype

Prototype Link: Unite – Final High-Fidelity Prototype

The Unite prototype is a high-fidelity, role-adaptive mobile app interface created in Figma. It demonstrates a complete end-to-end experience for both **attendees** and **organisers**, with interactive flows, polished visual design, and content representative of real UNSW student events.
Testing iterations and design refinements (documented in previous sections) have resulted in a prototype that meets all key requirements for interactivity, visual fidelity, content fidelity, and accessibility alignment.

1. High Fidelity

- **Interactivity fidelity:** All primary flows are fully clickable, including browsing events, using the interactive map, role-switching, RSVP management, and organiser announcements.
- **Visual fidelity:** Final colour palette, typography, iconography, and component styling applied consistently across all screens.
- **Content fidelity:** Event listings, attendee profiles, and organiser dashboards populated with realistic content from user research scenarios.

2. Information Architecture Principles (5+)

Principle	How it's demonstrated in Unite
Hierarchy of navigation	Persistent bottom navigation for core sections (eg. Home, Map, Messages, My Events) ensures quick access to key areas.
Clear labelling	All tabs, buttons, and filters use plain language labels ("Get Directions", "Create Event") that match user expectations.
Consistent structure	Each section uses a predictable layout and interaction pattern for example, all event lists use

	card layouts with image, title, date/time, and location, so users know what to expect when browsing events
Grouping related content	Related inputs (e.g., date, start and end time, location) are grouped closer in the Create Event form, reducing cognitive load.
Progressive disclosure/ role based content	Only organisers see the analytics dashboard on their Home page, while attendees see different events, keeping screens uncluttered and showing content relevant to the user's role.

3. Visual Hierarchy Principles (3+)

Principle	How it's demonstrated
Size & weight	Event titles are larger and bolder than descriptions, drawing focus to key information first.
Colour contrast for emphasis	Important buttons use the accent colour to stand out against neutral backgrounds. Use of cyan and white colour palette to make the app colour blind friendly.
Whitespace & alignment	Consistent padding and grid alignment guide the eye naturally through content sections.

4. UI Principles (5+)

Principle	How it's demonstrated
Consistency	Reusable button styles, form fields, and card layouts used throughout.
Feedback	Visual confirmation (e.g., Nav bar buttons change state after tapping) is simulated in the prototype.

Affordance	Buttons, icons, and tappable areas visually indicate interactivity (shadows, colour change on hover/click).
Error prevention	Required fields in Create Event form show validation messages if left blank.
Flexibility & efficiency	One-tap role switching lets experienced users quickly change modes without navigating menus.

5. Accessibility

A detailed mapping of how Unite meets at least five WCAG 2.1 accessibility requirements is provided in the **Accessibility Report** section of this document.

Appendix:

Links

Figma High Fidelity Prototype: User Persona

Jira: DESN2000 SENG2025 - T14DTEAM2 | Summary

Prototype 1 Feedback Form: Unite S1 Prototype Feedback

Prototype 2 Feedback Form: Unite S2 Prototype Feedback Form

Feedback Form Data: Unite Feedback Results

Figures

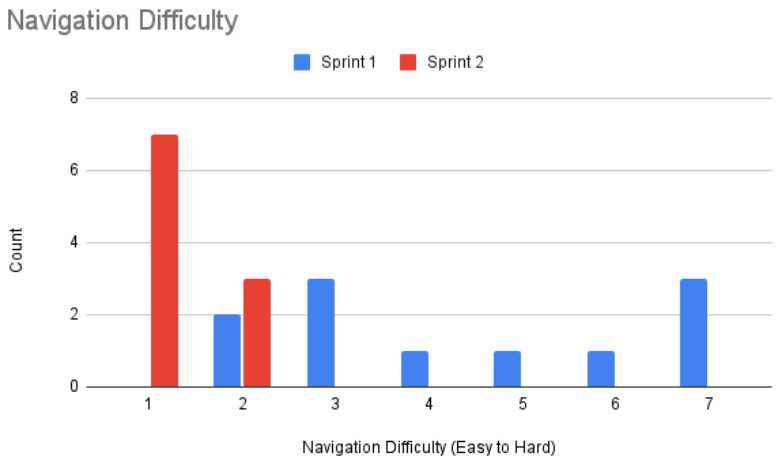

Fig. 1: Navigational Difficulty Scores Across Sprints

Fig. 2: Updated RSVP Options

Fig. 3: Updated Organiser Dashboard

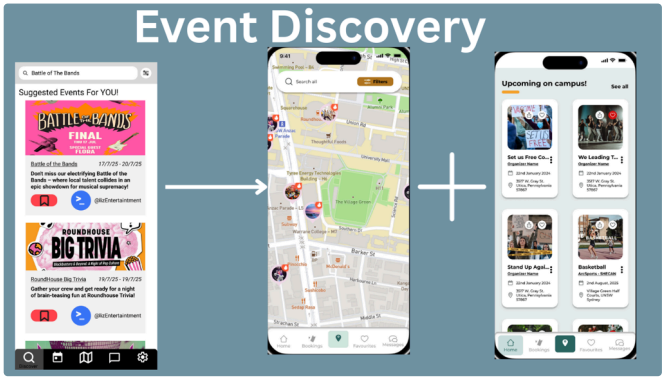

Fig. 4: Updated Navigation

Fig. 5: Updated Messaging

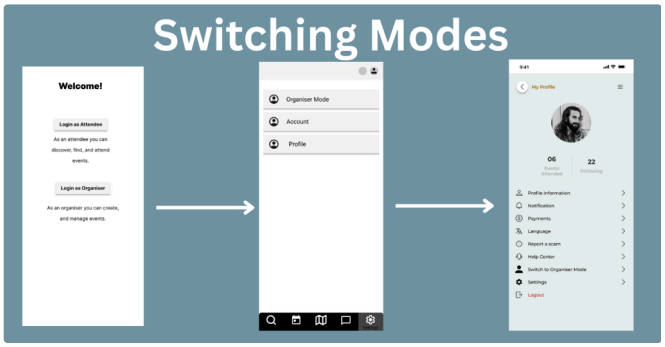

Fig. 6: Updated Mode Toggle

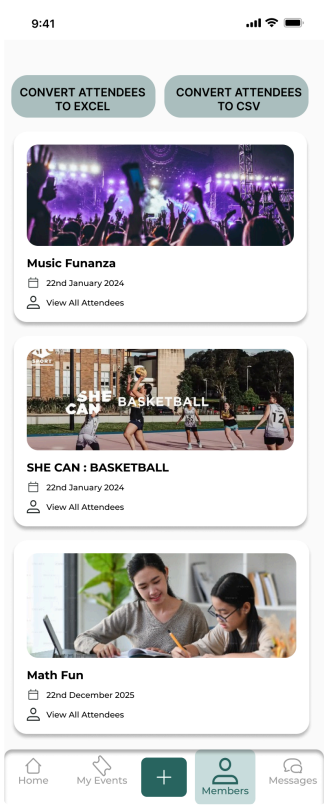

Fig 7. Excel and CSV RSVP Export

User Stories from Preliminary Report

Story 1.1

As a student, I want to see a list of upcoming events sorted by date and interests so that I can quickly identify what's happening soon.

Acceptance Criteria

1. Given I open the app, when the Events screen loads, then suggested events are displayed in ascending order by event date.
2. Given the Events list is displayed, when I tap the "Get Directions" button on an event card, then the Google Maps app opens and shows directions from my current location to the event location.
3. Given multiple events share the same date, when they are listed, then they are ordered by proximity, with the nearest event shown first.

Story 1.2

As a student, I want to filter events by category (e.g. academic, social, club) so that I only view the types of events I care about.

Acceptance Criteria

1. Given I'm on the Events list, when I tap the category dropdown and select "Club", then only events tagged with the "Club" category are displayed.
2. Given I have applied a category filter, when I clear all filters, then the full list of events is shown again.

Story 1.3

As a student, I want to search events by keyword (title or description) so that I can quickly locate specific events.

Acceptance Criteria

1. Given I'm on the Events list, when I enter a keyword such as "networking" in the search bar, then only events with that keyword in their title or description (case-insensitive) are displayed.
2. Given I search for a keyword with no matches, when the search completes, then a message is displayed saying "No events match your search."

Story 1.4

As a student, I want to see who else is attending an event and be able to interact with organisers so that I can engage socially before attending.

Acceptance Criteria

1. Given I'm on an event's details page, when I view the attendee section, then I see a list of attendees with their names and profile thumbnails.
2. Given I'm on an event's details page, when I tap the organiser's profile, then I can see their profile and contact options and contact the organiser.

Epic 2 - Event Organizer

Building on our Event Organizer persona, who values control over event creation and attendee management, we've defined the following stories

Story 2.1

As an organizer, I want to fill in a form with event title, date/time, and location so that I can publish my event.

Acceptance Criteria

1. Given I am on the Create Event form, when I leave any required field blank and tap "Submit", then a validation error message appears below the empty field.
2. Given all required fields (event title, date/time, and location) are filled correctly, when I complete the form, then the "Submit" button becomes enabled.
3. Given I submit a valid form, when the form is successfully processed, then the event appears in the Event Discovery list.

Story 2.2

As an organizer, I want to upload a cover image (JPEG/PNG) so that my event listing is more engaging.

Acceptance Criteria

1. Given I am on the Create Event form, when I upload a non-image file, then an error message appears stating "Please select a JPEG or PNG file."
2. Given I upload a valid JPEG or PNG image, when the upload completes, then a thumbnail preview of the image appears on the form

Story 2.3

As an organizer, I want to view and manage my event's RSVP list so that I can see who's attending.

Acceptance Criteria

1. Given I am on the Event Details screen, when I tap "View Attendees", then a list of RSVP'd users (name + profile thumbnail) displays.
2. Given no users have RSVP'd, when I open the "View Confirmed Attendees" section, then a message "No confirmed attendees yet" is shown along with a prompt to share the event.

Story 2.4

As an organizer, I want to post updates or reminders on the event page so that attendees can stay informed before the event.

Acceptance Criteria

1. Given I am on my event's management page, when I write and publish a new post, then the post appears in the event's page visible to all attendees.
2. Given I am creating a post, when I schedule it for a future date and time, then the post is automatically published at the scheduled time.

Functional Requirements (updated)

ID	Requirement
F1	The system shall display a list of upcoming events sorted by date and proximity.
F2	Each event card shall display the event title, time, location, and a "Get Directions" button.
F3	The system shall allow users to filter events by category (e.g. Academic, Club, Social).
F4	The system shall allow users to search for events by keyword in title or description.
F5	The system shall allow organisers to create events by submitting a form with title, date/time, and location fields.
F6	The system shall validate required fields and prevent submission until all required inputs are complete.

F7	The system shall allow organisers to upload a JPEG or PNG image as a cover image, and preview it before submission.
F8	The system shall provide a “Get Directions” button that opens Google Maps with navigation from the user’s current location to the event venue.
F9	The system shall allow organisers to view a list of RSVP'd attendees, including names and profile images.
F10	The system shall allow organisers to write and publish posts on their event page, which are visible to all confirmed attendees.
F11	The system shall allow users to view attendee lists on event pages, including names and profile thumbnails.
F12	The system shall allow organisers to send group announcements to all event attendees in real time.
F13	The system shall support one-tap switching between attendee and organiser modes, with the UI adapting instantly.
F14	The organiser dashboard shall display monthly analytics, including total attendees, finances, and upcoming events.
F15	The system shall allow organisers to export RSVP and attendee data in CSV or Excel format directly from the dashboard.

Non-Functional Requirements (updated)

ID	Requirement
N1	The system shall be intuitive and user-friendly, requiring minimal training or instructions for first-time users.
N2	The system shall ensure that user information (e.g. RSVP data, profile details) is only visible to authorised users and stored in accordance with relevant privacy standards.
N3	The system shall be available at least 99% of the time, excluding scheduled maintenance.

N4	The system shall operate across multiple platforms, including modern versions of iOS and Android.
N5	The system shall comply with basic accessibility guidelines (e.g. WCAG 2.1 Level AA), including screen reader support and color contrast.
N6	The system shall support increased traffic and event volume without significant degradation in performance.
N7	The system shall protect user data with secure storage, encrypted communication, and access controls for sensitive features.
N8	The system shall handle network failures and unexpected errors gracefully, with appropriate error messages and retry mechanisms.
N9	The system architecture shall support future updates, such as adding new features (e.g. event recommendations) with minimal rework.
N10	The system shall maintain a consistent navigation experience across both attendee and organiser modes.
N11	The system shall provide a fully accessible text-based alternative to the interactive map (including event list, addresses, and filters) to ensure discoverability for users without map access or those using assistive technologies.