

VISVESVARAYA TECHNOLOGICAL UNIVERSITY

“JnanaSangama”, Belgaum -590014, Karnataka.



MINI PROJECT-1 REPORT

on

EventifyMe!

Submitted by

MANYA VAID (1BM22CS150)

MARIA SAYEEMA (1BM22CS151)

N PRIYANKA(1BM22CS167)

NALLABOTHULA SAI SRUTHI (1BM22CS170)

Under the Guidance of

Prof. SOWMYA T

Assistant Professor, BMSCE

in partial fulfillment for the award of the degree of

BACHELOR OF ENGINEERING

in

COMPUTER SCIENCE AND ENGINEERING



B.M.S. COLLEGE OF ENGINEERING

(Autonomous Institution under VTU)

BENGALURU-560019

Apr-2024 to July-2024

B. M. S. College of Engineering,
Bull Temple Road, Bangalore 560019
(Affiliated To Visvesvaraya Technological University, Belgaum)
Department of Computer Science and Engineering



CERTIFICATE

This is to certify that the project work entitled “**EventifyMe!**” carried out by MANYA VAID (1BM22CS150). MARIA SAYEEMA (1BM22CS151), N PRIYANKA (1BM22CS167) NALLABOTHULA SAI SRUTHI (1BM22CS170) who are bonafide students of **B. M. S. College of Engineering**. It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visveswaraiyah Technological University, Belgaum during the year 2023-2024. The project report has been approved as it satisfies the academic requirements in respect of Mini Project-1 (**22CS4AEMAD**) work prescribed for the said degree.

Signature of the Guide
Sowmya T
Assistant Professor, Dept. of CSE
BMSCE, Bengaluru

Signature of the HOD
Dr. Jyothi S Nayak
Prof. & Head, Dept. of CSE
BMSCE, Bengaluru

External Viva

Name of the Examiner

Signature with date

1. _____

2. _____

B.M.S. COLLEGE OF ENGINEERING
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



DECLARATION

We , MANYA VAID (1BM22CS150) , MARIA SAYEEMA (1BM22CS151) , N PRIYANKA (1BM22CS167) , NALLABOTHULA SAI SRUTHI (1BM22CS170) students of 4th Semester, B.E, Department of Computer Science and Engineering, B. M. S. College of Engineering, Bangalore, hereby declare that, this Project Work entitled "EventifyMe!" has been carried out by us under the guidance of Sowmya T, Assistant Professor, Department of CSE, B. M. S. College of Engineering, Bangalore during the academic semester Apr 2024- July 2024.

We also declare that to the best of our knowledge and belief, the development reported here is not from part of any other report by any other students.

Signature

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Abstract

EventifyMe! is an innovative mobile application designed to enhance the college experience by providing a comprehensive platform for students to stay informed and actively engaged with campus life. In today's fast-paced academic environment, students often struggle to manage their participation in various activities and connect with their peers. EventifyMe! addresses these challenges by offering a seamless solution that integrates event management, content sharing, user networking, and e-commerce functionalities.

With EventifyMe!, students can effortlessly view and register for upcoming college events, ensuring they never miss out on important activities. The app also provides an interactive space for browsing and engaging with news articles and blog posts related to college life, fostering a well-informed and connected student community. By allowing users to create and manage their personal profiles, EventifyMe! enables students to build and expand their network within the campus, facilitating meaningful connections.

Additionally, EventifyMe! includes a marketplace feature where students can buy a variety of merchandise, ranging from textbooks to college apparel, making it convenient for them to access necessary resources. This multifaceted approach streamlines the process of staying updated and involved, enriching the overall campus experience.

By integrating these diverse functionalities into a single platform, EventifyMe! serves as a one-stop solution that empowers students to maximize their engagement, connectivity, and participation in campus life, ensuring a more fulfilling academic and social experience.

Chapter 1

1. Introduction

In today's fast-paced academic environment, students need a seamless and efficient way to stay informed about college events, engage with campus activities, and participate in the campus community. EventifyMe! is designed to meet these needs by providing a comprehensive platform that integrates event management, content sharing, user profiles, and e-commerce capabilities.

EventifyMe! serves as a one-stop solution for students to:

- Stay Updated: View and register for upcoming college events, ensuring they never miss out on important activities and gatherings.
- Engage with Content: Browse and interact with news articles and blog posts related to college life and interests.
- Connect with Peers: Create and manage user profiles and build a network within the campus community.
- Buy and Sell Merchandise: Explore a marketplace for buying and selling merchandise, from textbooks to college apparel, with secure payment processing.

Chapter 2

2. Design Layouts: Screenshots of Mobile App

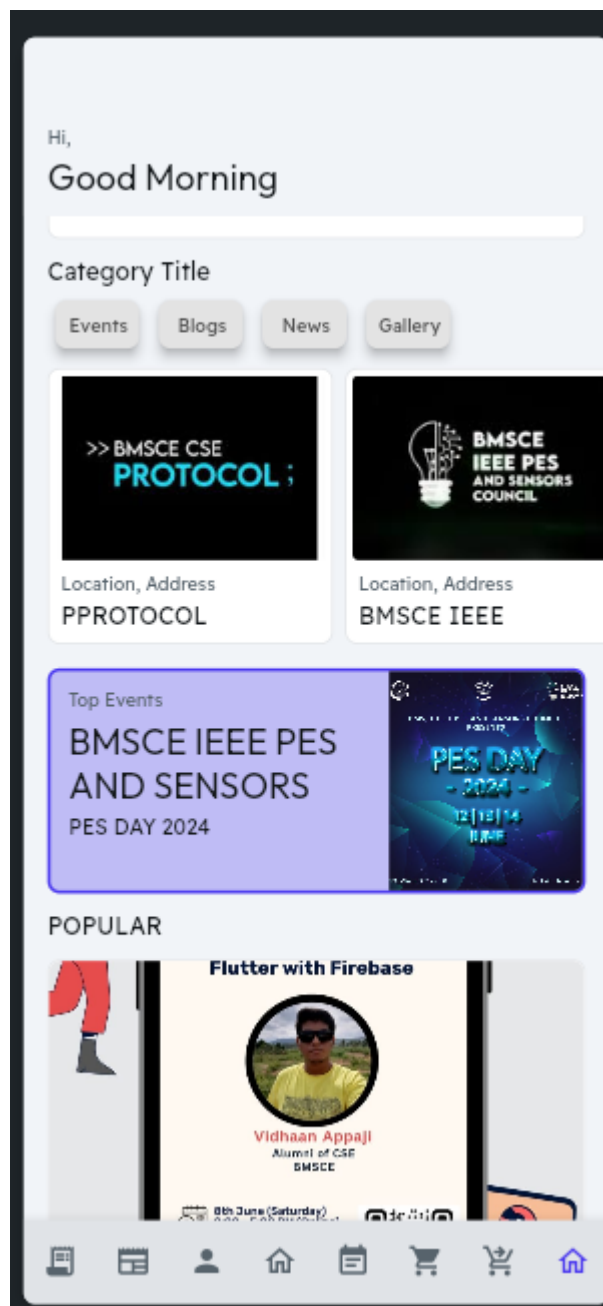


Fig 1: Home page



Fig 2: Event Information

Registration form



Please fill out the form below to continue.

Department:



Select year:

☒☐☐

Submit Form

Fig 3:Registration form

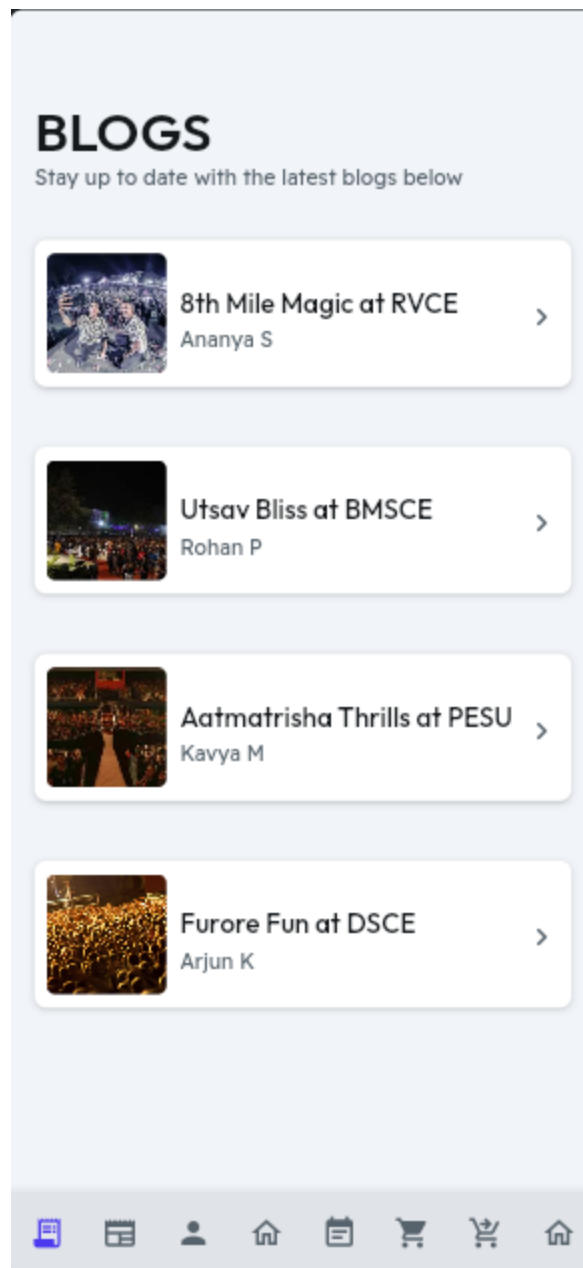


Fig 4: Blog Page

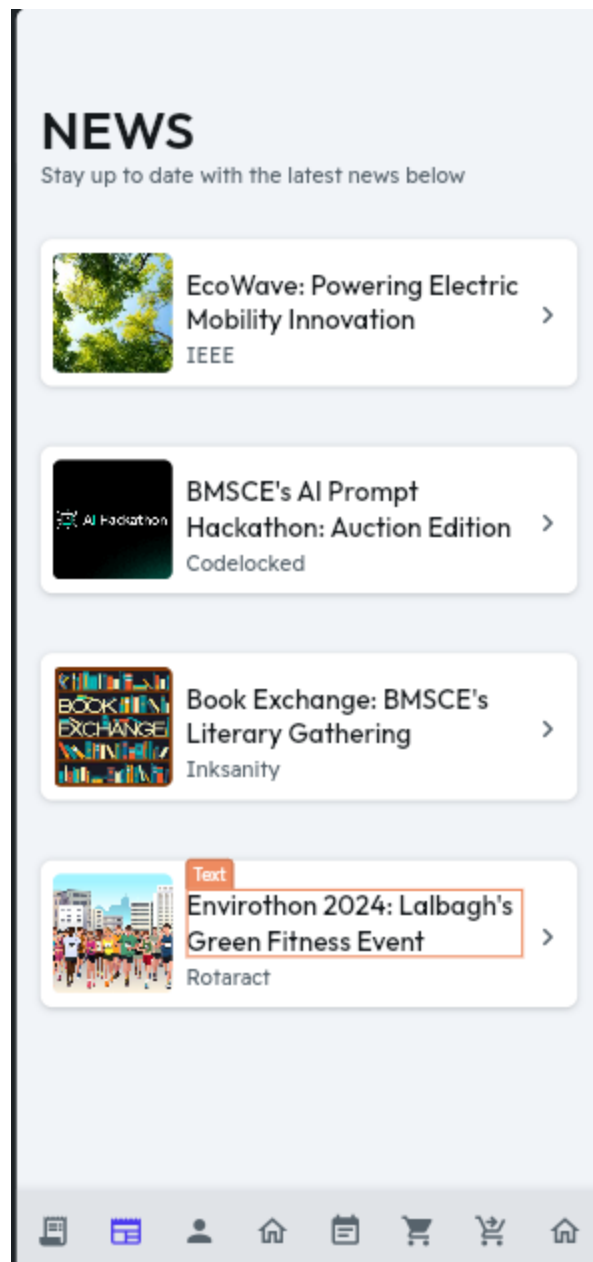


Fig 5: News page

The image shows a mobile application sign-in screen. At the top is a blue header with the text "Sign In" in white. Below the header, the app name "EventifyMe!" is displayed in a large, bold, blue font. There are three input fields: "Email Id", "Password" (with an eye icon for toggling visibility), and a field containing the text "user or admin". Below the input fields are two links: "Forgot Password" and "Create Account". At the bottom is a blue "Sign In" button.

Sign In

EventifyMe!

Email Id

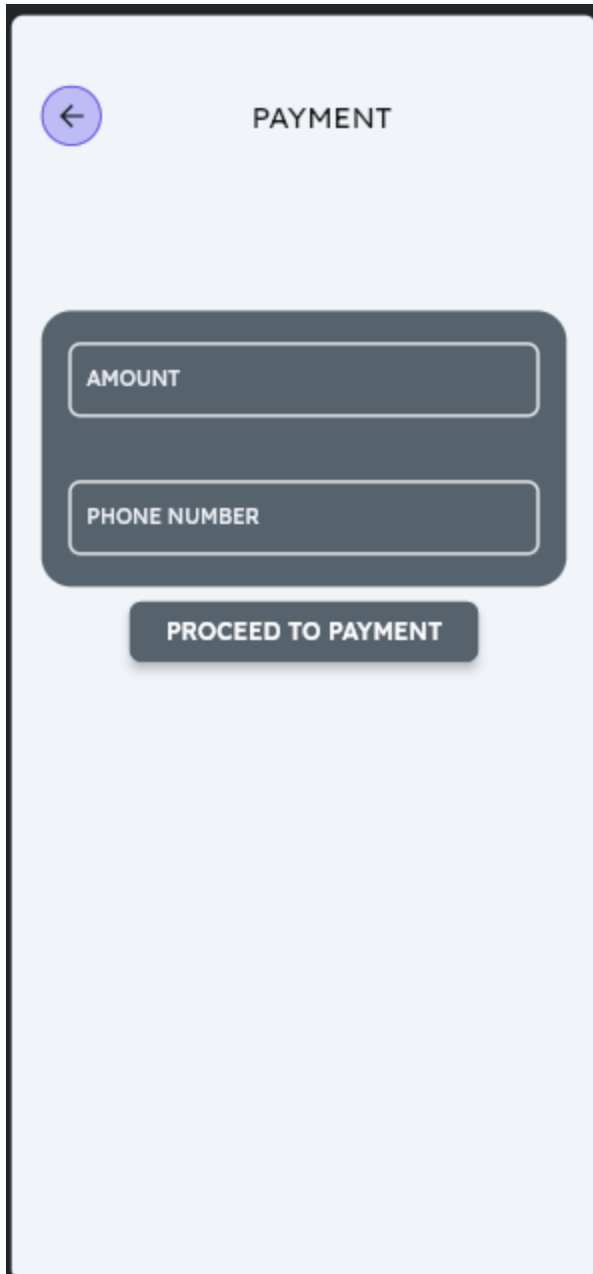
Password

user or admin

[Forgot Password](#) [Create Account](#)

Sign In

Fig 6: Sign in page



A mobile application interface for a payment gateway. At the top left is a circular back button with a white left-pointing arrow on a purple background. To its right is the title "PAYMENT" in a dark grey, sans-serif font. Below the title is a dark grey rounded rectangle containing two white-outlined input fields. The first field is labeled "AMOUNT" and the second is labeled "PHONE NUMBER". Below these fields is a dark grey button with the text "PROCEED TO PAYMENT" in white, uppercase letters.

Fig 7: Payment Gateway

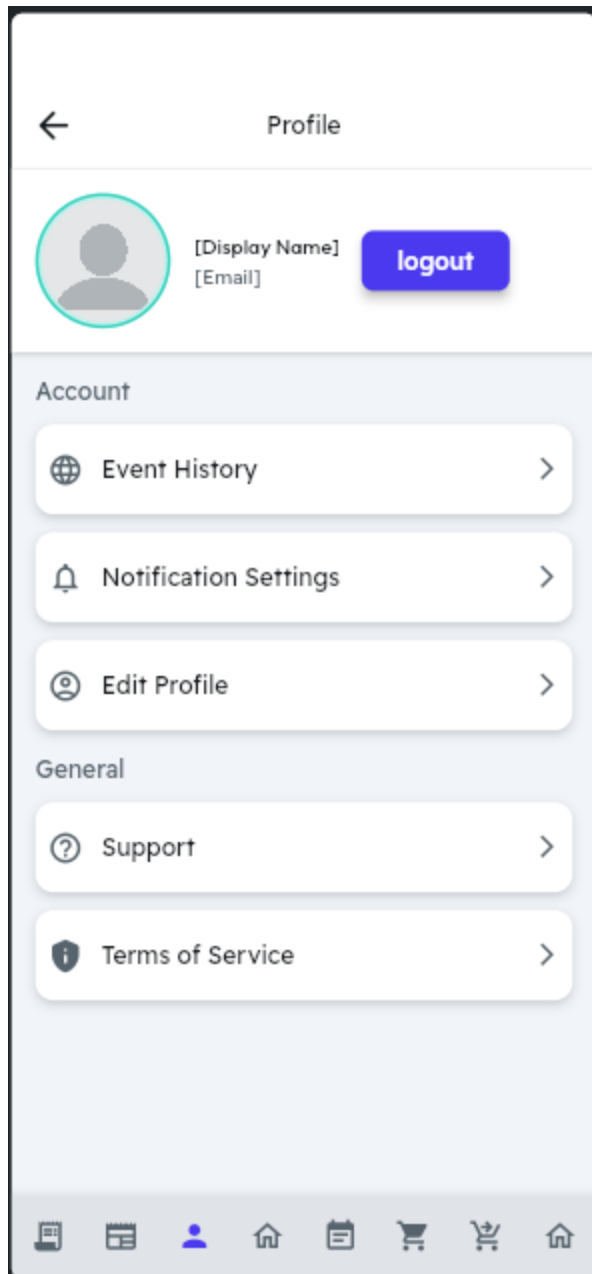


















Fig 8: Profile page

Chapter 3

3. Database Table Screen shots

 > adminphotos > DkP37M1muT4.. 	 More in Google Cloud 	
 (default)	 adminphotos  	 DkP37M1muT49ReThD17B 
+ Start collection	+ Add document	+ Start collection
adminphotos >	DkP37M1muT49ReThD17B >	+ Add field
cart	aT2TvGIhs3G3t5YcraRZ	enddate: "03 june"
events		eventname: "Pesu Aatmatrishia"
product		photos1
profile		0 "https://firebasestorage.googleapis.com/v0/b/e-me-otz3dm.appspot.com/o/users%2FFqoJcIV5OJYalt=media&token=2c93fe63-1fe9-47a2-9e8a-65495150dfe4"
usercreateaccount		1 "https://firebasestorage.googleapis.com/v0/b/e-me-otz3dm.appspot.com/o/users%2FFqoJcIV5OJYalt=media&token=f16d6ba9-a119-4fd3-8203-4ee0e58f819b"
		2 "https://firebasestorage.googleapis.com/v0/b/e-me-otz3dm.appspot.com/o/users%2FFqoJcIV5OJYalt=media&token=f16d6ba9-a119-4fd3-8203-4ee0e58f819b"

 (default)	 cart  	 EvIBr0kncbFyVn5F2QAn 
+ Start collection	+ Add document	+ Start collection
adminphotos	EvIBr0kncbFyVn5F2QAn >	+ Add field
cart >	IWZIfkklNlj9PtqvXR8K	final_price: 700
events	VjB9Y8rYFJqCv8Qpgqby	price: 700
product	gYjbRVc1y9JlYgZzgY8Q	product_id: "3exawcdrw3c"
profile	kQuu7x6Q92sdLrpy9Bpy	product_ref: /product/aM0y238ygX0iVVSv5xG7
usercreateaccount	p2J47cPMGH8ZcyuboBAF	quantity: 1
		user_ref: /usercreateaccount/pWbndz39HNRdV1bWkPp

Chapter 4

4. Requirements

4.1 Software Requirements

1. Operating system : Windows, Linux
2. Front end technologies are : FlutterFlow SDK
3. IDE : FlutterFlow Editor
4. Back end requirement : Firebase
5. Server : Google Cloud Platform (GCP)

4.2 Hardware Requirements

1. A PC with the following or greater specifications:
 - a. Intel Core i3 or higher
 - b. 8 GB RAM
 - c. 500 GB Hard Drive
2. A stable internet connection (2Mbps or higher)

4.3 Functional Requirements

For an app designed to inform about college events, register for them, browse news and blogs, create user profiles, and facilitate buying and selling merchandise, the functional requirements could be structured as follows:

1. Event Registration

- The system shall allow users to register for events.
- The system shall send confirmation emails or messages upon successful registration.
- The system shall provide users with the ability to cancel their event registration.
- The system shall maintain a list of events the user has registered for.

2. News and Blogs

- The system shall display a feed of news articles and blog posts related to college activities and interests.

- The system shall allow users to search for news articles and blog posts.

- The system shall allow users to share news articles and blog posts via social media or email.

- The system shall allow users to comment on news articles and blog posts.

3. User Profile

- The system shall allow users to create and edit their profiles, including personal information, profile picture, and interests.

- The system shall display user profiles to other users based on privacy settings.

- The system shall allow users to follow and connect with other users.

4. Merchandise Buying and Selling

- The system shall allow users to browse merchandise available for sale.

- The system shall allow users to search for specific items by category, price, and seller.

- The system shall provide a secure mechanism for users to purchase items.

- The system shall allow users to post items for sale, including descriptions, prices, and images.

- The system shall notify users about new listings and sales status.

- The system shall handle payment processing securely.

8 .Administrative Functions

- The system shall allow administrators to manage events, news articles, blogs, user profiles, and merchandise listings.

- The system shall provide administrators with analytics and reporting tools to track user engagement and activities.

These functional requirements serve as a foundational guide for the development and ensure that all necessary features are included to meet the needs of the users and stakeholders.

4.4 Non-Functional Requirements

1. Performance

- **Responsiveness:** The app should respond quickly to user interactions such as event registration and browsing content.
- **Scalability:** It should handle increasing numbers of users and data without significant performance degradation.
- **Load Time:** Content such as news articles, blogs, and event listings should load swiftly, even under high traffic conditions.

2. Usability

- **Intuitive UI/UX:** The user interface should be easy to navigate, with clear and intuitive controls for features like event registration and browsing merchandise.
- **Consistency:** Maintain consistency in design and user experience across different sections of the app, ensuring familiarity for users.

3. Security

- **Data Protection:** Safeguard user data, including personal information collected during event registration or merchandise purchases, in compliance with data protection regulations (e.g., GDPR, CCPA).
- **Authentication and Authorization:** Implement secure authentication mechanisms (e.g., OAuth, Firebase Authentication) and role-based access controls to protect sensitive functionalities and data.
- **Secure Transactions:** Ensure secure transactions for merchandise purchases and event registrations, integrating with trusted payment gateways.

4. Reliability

- **Availability:** The app should be available and accessible to users without frequent downtime or interruptions.

5. Maintainability

- Modularity: Design the app with modular components to facilitate easier maintenance and future enhancements.
- Code Quality: Follow best practices in coding standards, documentation, and version control to ensure maintainability by future developers.
- Update and Patch Management: Implement procedures for regular updates, patches, and bug fixes to address security vulnerabilities and improve functionality.

6. Performance

- Speed: The app should be responsive, loading quickly and efficiently.
- Scalability: It should be able to handle increasing numbers of users and data without significant performance degradation.
- Resource Efficiency: Efficiently use device resources such as memory and battery.

Chapter 5

5. Learnings from the Project

User-Centric Design: Developing EventifyMe! taught our team the importance of understanding user needs and preferences deeply. Through extensive user research and feedback loops, we prioritized features that directly address the challenges college students face in staying informed and engaged.

Integration Mastery: Integrating multiple functionalities such as event management, content sharing, user networking, and e-commerce within a cohesive platform was a significant learning experience for us. We learned how to architect systems that seamlessly connect different modules while maintaining performance and scalability.

Effective Technology Stack Selection: Choosing FlutterFlow for front-end development and Firebase for back-end services proved to be effective. We learned the importance of selecting technologies that meet project requirements and support future scalability.

UI/UX Expertise: Designing intuitive user interfaces and ensuring a smooth user experience was a critical focus. Through iterative design processes and usability testing, we improved our skills in creating interfaces that are both user-friendly and visually appealing.

Agile Project Management: Adopting agile methodologies helped us manage the project effectively, from planning through iterative development to deployment. It taught us the importance of flexibility, continuous improvement, and prioritizing features based on user feedback.

Continuous Improvement: Emphasizing iterative development and gathering user feedback enabled us to continually refine features. We focused on enhancing functionalities that add value to users while maintaining the app's stability and performance.

Team Collaboration Skills: Working collaboratively with developers, designers, and stakeholders enhanced our communication and teamwork skills. We gained insights into leveraging diverse expertise to deliver a cohesive product.

Deployment and Maintenance: Successfully deploying EventifyMe! and managing post-launch updates reinforced the importance of thorough testing, version control, and responsive support. It taught us the significance of ongoing maintenance to ensure the app remains reliable and secure.

References

Flutter Flow

- Flutter Flow Documentation: <https://docs.flutterflow.io/>
- FlutterFlowYouTubeChannel: <https://www.youtube.com/channel/UC0FB9zQlx3M4H6h0-GZbQeA>

Flutter

- Flutter Official Documentation: <https://flutter.dev/docs>
- Flutter GitHub Repository: <https://github.com/flutter/flutter>
- Flutter YouTube Channel: <https://www.youtube.com/c/flutterdev>

Firebase

- Firebase Official Documentation: <https://firebase.google.com/docs>
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- Firebase YouTube Channel: <https://www.youtube.com/user/Firebase>