Centigro

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Author Resumes

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Roles

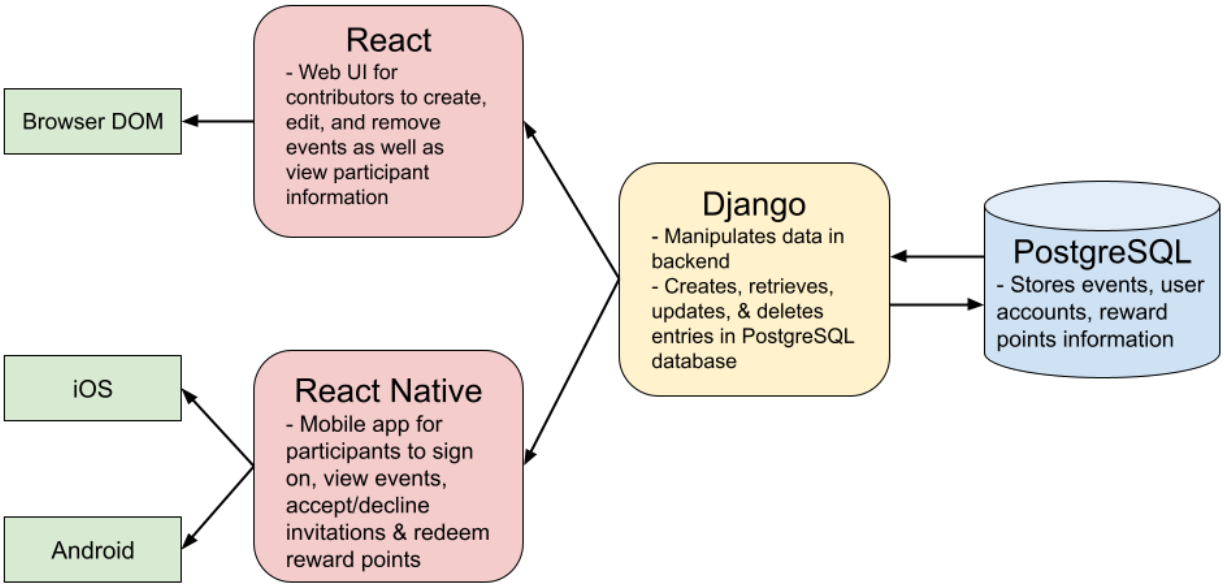
Sindhu Budhavarapu	Backend / API development
Nick Dobslaw	Frontend / Web UI development
Nick Juliano	Web / Mobile UI development
Enrico Mazza	Mobile UI Development
Patrick O'Donnell	Backend / API development

Chapter 1: Project Vision

Centigro is a corporate social responsibility system that connects organizations with their local communities through incentivized environmental events. A contributor platform allows organizations to create and sponsor environmental tasks in their community. A participant platform allows end users to see and sign up for posted events. Upon completion of an event, users will receive points with the goal that they will be redeemable to vendors and charities in the future.

Core components include a web UI to handle the creation, deletion, and editing of events available to the end user, a mobile UI for end users to see and sign up to participate in created events, and an API to fetch / send all necessary event data from a PostgreSQL database. Below is a high-level diagram of the product design.

Product Design



Chapter 2: Implementation

Features

Feature 1: Events

Functionalities

Event registration	Users can register for events as participants on the mobile and web platform. Events may require users to provide contact information or
Event Management	Event organizers can create, delete, and update their events as well as manage their participants. Event creation will allow organizers to specify details such as:

	• Name • Description • Cover photo • Address • Start/end date • Tags • To-do list for attendees
Event View	Participants will be able to view their registered events while organizers will be able to view their created events. A main page on both the web and mobile applications will display all events occurring during a set period of time.

Feature 2: Users

Centrigo users will be distinguishable by two roles: event organizer and event participant. These roles will allow for event creators to have full control of their events while participants will be able to share their necessary contact information with the organizer. These permissions and roles will be maintained at the database level, with roles being stored in a Django-PostgreSQL database based on a user's registration or creation of an event.

Organizer

Users that create events will be able to manage and make edits to their events. Permissions of the organizer include:

- Restricting participants to a specific organization
- Removing participants
- Updating event details, such as time, location, or description
- Viewing participants of an event, including contact information

Event participants

Users that sign up for events will be able to manage their registration and view the event after confirmation. Permissions of the participant include:

- Registering for an event
- Unregistering for an event
- Updating contact information

Feature 3: UI

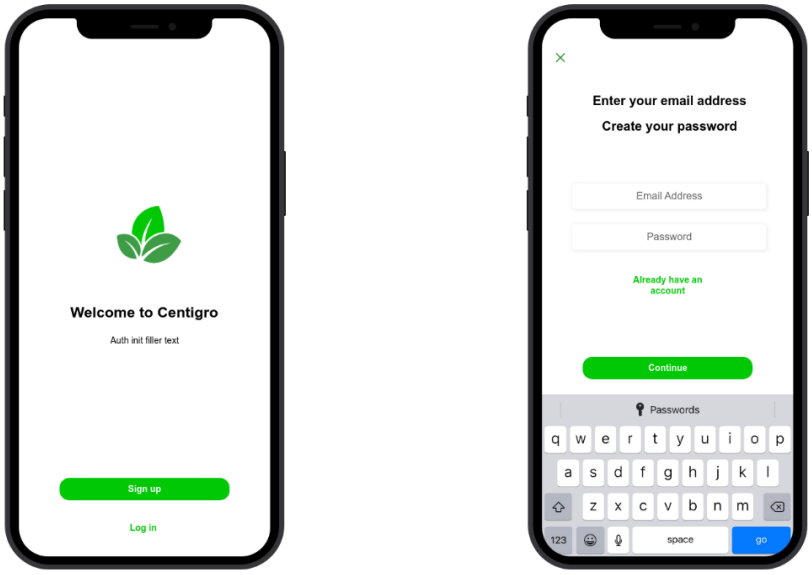
For this project, since there are two parts to it (contributor and participant) we will be using web UI and mobile UI. Web UI would be for the contributor's side and mobile UI would be used from the participant's side. Both the web and mobile UI's will be GUI based, and for mobile, there would be touchscreen GUI as well. Web UI, as well as mobile UI would have a login page which would allow the user to create an account and/or sign in/out.

For the web UI, the user will be allowed to create tasks in a separate window (first step) by entering basic information about the event like the title, description, location / time, and any images. There will be different buttons with the different options when creating a task. Within this window, for the time/date, there will be a calendar that will pop up.

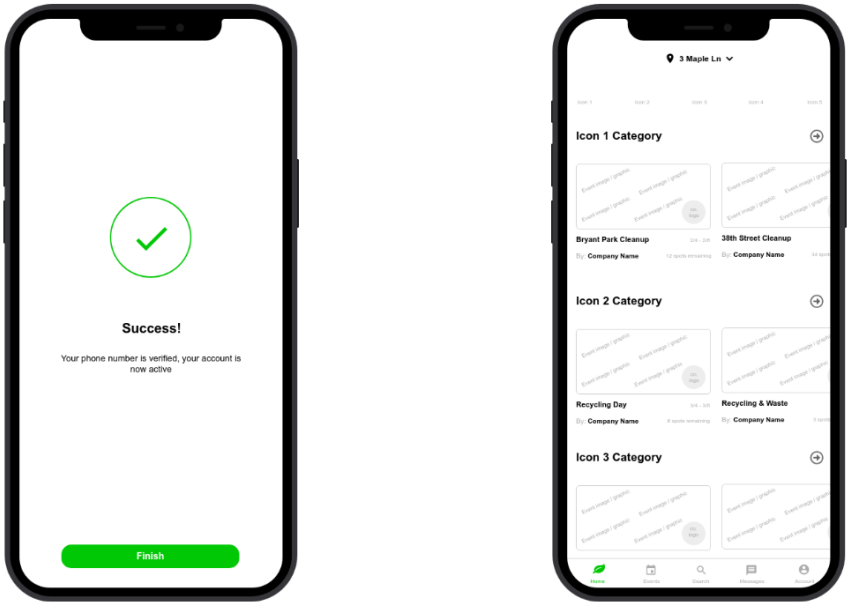
The next step would be on a new window which would consist of event information like to-do lists, and any extra information like what to bring, what to wear etc. This window would have different buttons to click on as well regarding everything that the event information consists of.
Finally, there will be another separate window that shows all the event information that was filled out by the contributor, which can also be seen by the participant.

For the mobile UI, aside from the login page, there will be about four different windows. One window would be for browsing tasks, another window would be for signing up for tasks, another would be a window for physically completing the task and the last window would be for signing out. On all these windows, there will be different buttons for each task just like the web UI.
The web UI will be done withReact JS, and the mobile UI will be done with React Native.

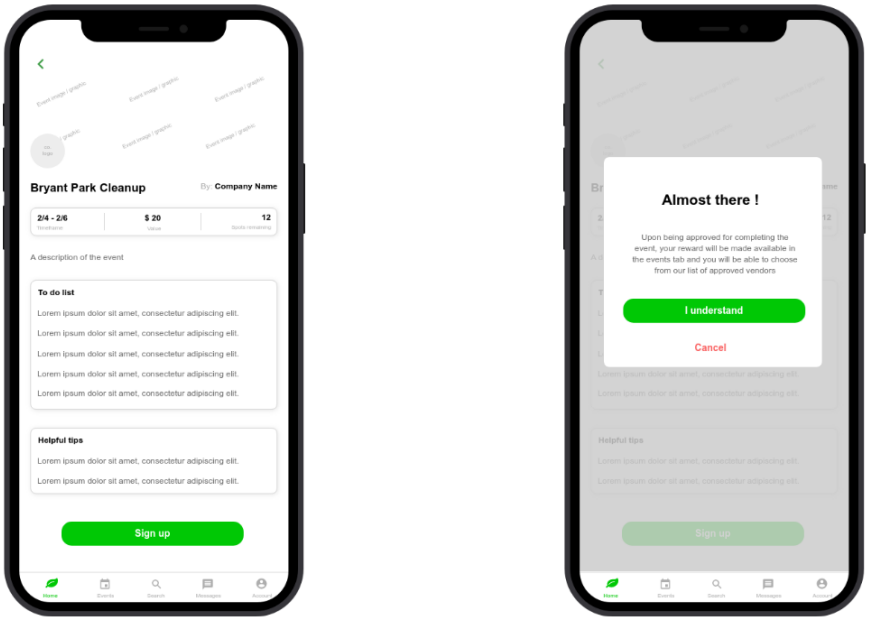
Mockups



Initial mockups for signup and login page



Initial mock-ups for account confirmation and home page



Initial mock-ups for event pages