Schedule It Design Document:

Members:

- Marcus Martin (<u>mmart149@ucr.edu</u>)
- Eric Ko (eko008@ucr.edu)
- Fangsheng Chao (fchao002@ucr.edu)
- Mitchell Doan (mdoan005@ucr.edu)
- Phillip Nguyen (pnguy092@ucr.edu)
- Yulin Zhang (<u>yzhan644@ucr.edu</u>)

Overview

Schedule It is a web application that is developed with React & Firebase that functions as a scheduling application. The user can create events and view them, and then proceed to invite their contacts to the same event. These invitees can then vote on the event and everyone can see who is going and not going.

Context

This project is designed to offer a similar experience to Doodle with a simpler user interface, focusing on the scheduling aspect of group meetings. It is aimed to provide an easy to learn process to create events, and invite others to events.

Goals (Specific user stories are located in the requirement Document)

- The user should be able to link a google account or create their own
- Creating events should be simple and understandable, with the ability to delete and edit
- These events should have the option to include others, notifying by email and through the website that they have been included in the event
- People should have a way of managing these events

Scope and Timeline (View Scrum Sheet for Details & Progress)

- Sprint 1:
 - Create important basic functions
 - Start setting up database with mock values
 - Should have working base, proof of concept for some features
- Sprint 2:
 - Add additional features and refine the basic functions
 - Create solid data structure for the database
 - Should have working site, most functions should update live and data should be linked to each user
- Sprint 3:
 - Finish additional features such as quality of life and usability
 - Fix any major bugs, and test for minor bugs
 - Fix up UI
 - Should have complete site, with all features working and present

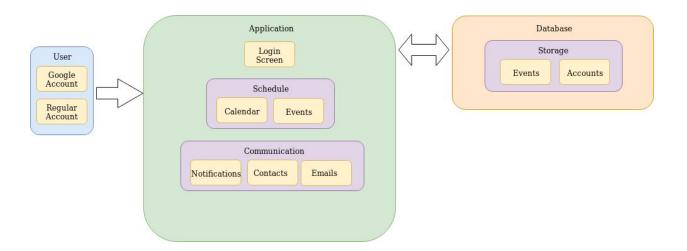
Coding Strategy

This project will use GitHub for version control and feature development. Each feature belongs on its own branch off of dev, and when the feature is ready, a pull request will be made to the dev branch, and it will be reviewed before it is merged. Our current communication channel is Discord, where we discuss the progress of our features and complications that arise. Updates should be made there and when features are merged into dev, the relevant documents to the feature will be updated.

Overview of Updates & Changes

- Integrated everything together and linked up to firebase
- Refactor event creation and handling
- Rewrote login page & email script for react
- Redid the display for events into cards & added calendar view
- Added the ability to join events through typing a code
- Adding contacts checks with database for match
- Event creation includes an option to make it shareable with contacts
- Added ability to view shared events & personal events
- Added ability to view who are the owners and invitees of shared events
- Added ability to accept/decline invites to events
- Added ability to categorize events, filter by those categories and sort by date/time

High Level Design:



UML:

