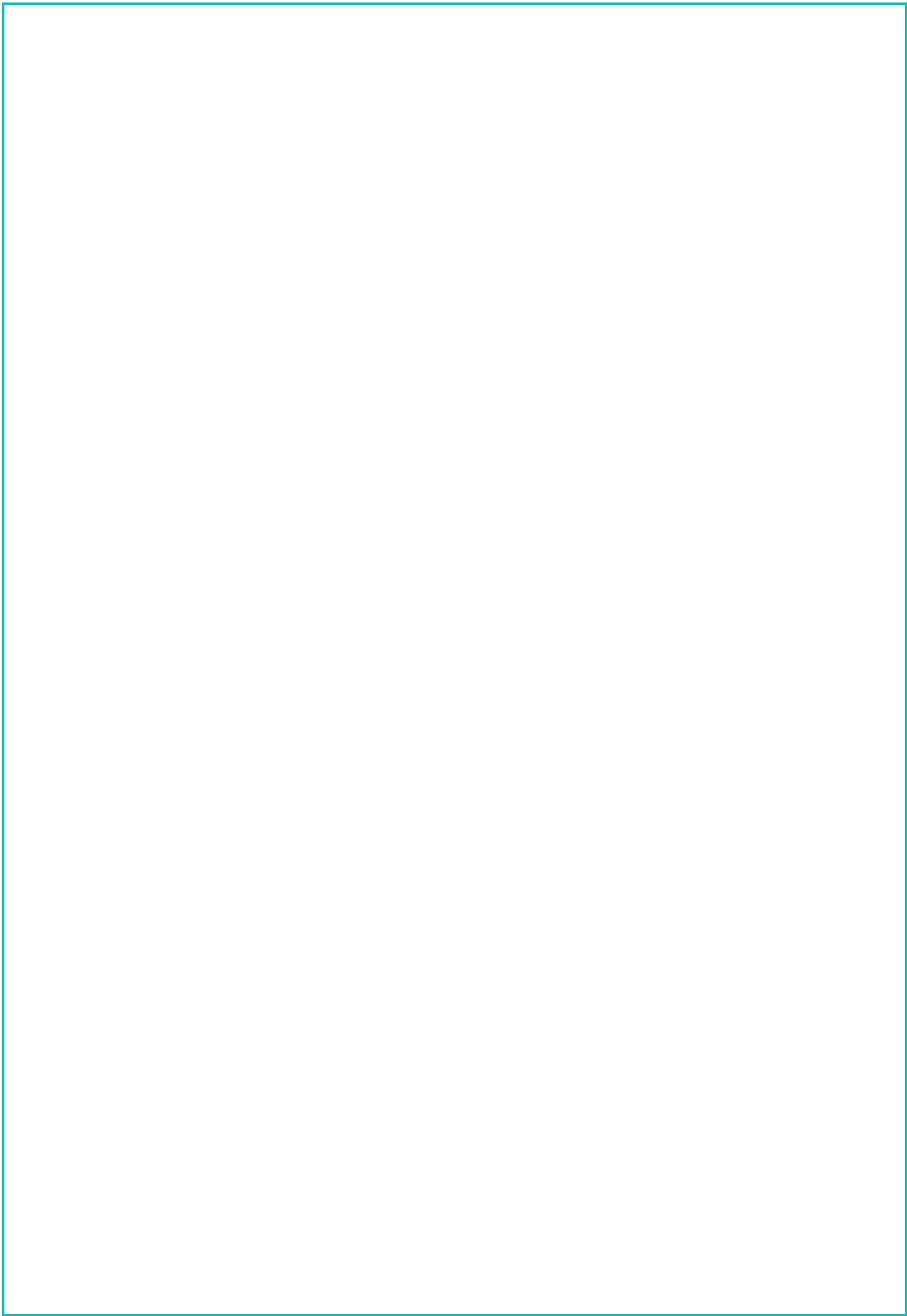




**AN INNOVATIVE MOBILE APP FOR  
NSBM GREEN UNIVERSITY**

**"HAPPENING"**

Prepared by The Happening Squad



## Group Details

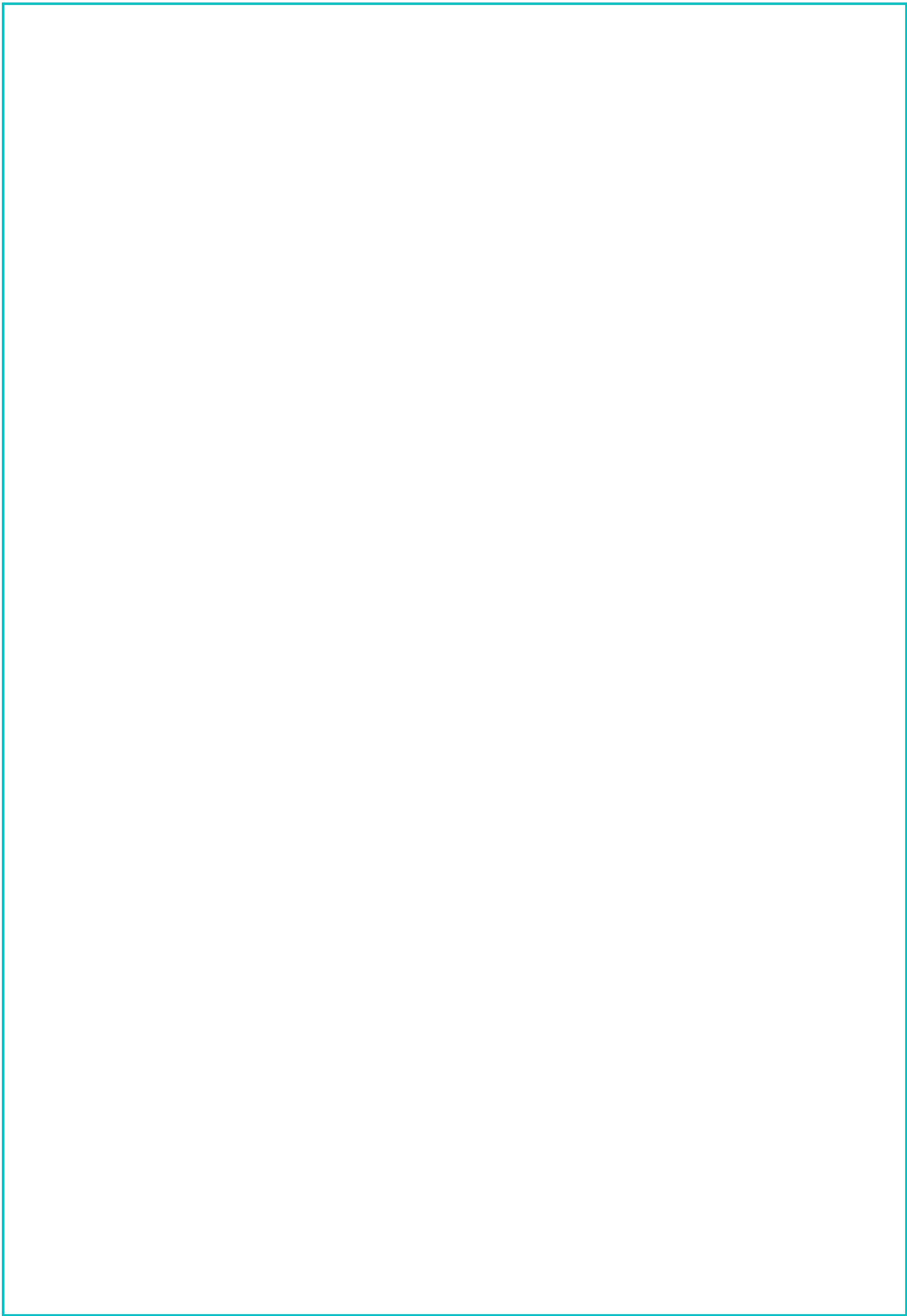
Student ID	Student Name
BGR Hansana	22837
OP Desinhala	22845
EANB Jayarathna	24083
PWAG Perera	22876
HS Thilan	21928
MHN Sathsara	23466
ALS Pabasara	22849

## Git-Hub link

<https://github.com/RusithHansana/Happening-Mobile-App.git>

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## Introduction

NSBM Green University is an institution widely known for its vibrant and dynamic nature and its lively environment with a variety of events happening throughout the year. These events make the university livelier and stress-free while improving the community within the university by providing opportunities for both undergraduates and staff members to show their colors, providing experiences for their personal growth etc. After thorough observation we identified that not all the undergraduates or the staff are aware of these events, mainly they are advertised through notice boards. Which leads to missed opportunities for engagement and participation.

The purpose of this proposal is to provide a mobile application specifically designed for the NSBM Green University to address the problem mentioned above. By launching this application, we aim to bridge the gap between the event organizers and the community by providing timely information about the events happening in the university. This centralized platform contains all the events, event details, participation guidelines, organizer information so that community are well informed and have easy access to the event information.

The purposed mobile application will be named as 'Happenings' which is a very popular term among the undergraduates to establish a strong connection with the target audience. This familiarity will make the community instantly recognize the purpose of the application and increase the engagement.

'Happenings' application will be a user-friendly platform that will keep the community well informed about the various events happening in the university. The application will provide the community with comprehensive event calendar, event descriptions, guidelines and organizers details with a visually appealing interface and seamless navigation. The application will be available on both Android and IOS platforms ensuring increased accessibility to the community.

## Problem Statement

NSBM Green University is facing a challenge in effectively communicating event details to the community. The traditional methods of event promotion, such as notice boards, emails, and word-of-mouth have limitations reaching the community. Because of that there is a lack of centralized platform, leading to missed opportunities for participation and engagement.

## Pain Points

- Limited Awareness
  - Since the traditional methods can be easily missed, many of the community are unaware of the events happening in the university.
- Inconsistent Information
  - Current methods often results in inconsistent or incomplete information, leading to confusion.
- Lack of Engagement
  - Insufficient information leads to reduced participants and engagement.

## Solution

To address the challenges mentioned above, we will be developing a mobile application specifically designed for the NSBM Green University. The application named 'Happenings' will fulfil the demand by providing a centralized platform for accessing the event information.

## Objectives

Following are the objectives of the application,

- Centralized information
  - All the event information will be accessible by this application.
- Improve Awareness
  - Increase awareness by providing information to the community.
- Enhanced User- Experience
  - Providing user-friendly interfaces with seamless navigation to improve the experience of the users.

These objectives will be achieved by,

- Comprehensive event listing
  - The application will provide a comprehensive up to date event calendar, ensuring all the community members have access to the event information.
- Notifications and Reminders
  - Users will receive timely notifications and reminders so they will not miss the opportunity.
- Detailed Event Information
  - Users will have access to the all the relevant information about the event such as event objectives, venue, organizer details, guidelines etc.
- User-Friendly Interface
  - The application will use designs that is appealing to the users and easy to use and understand.



The application is expected to have the following outcomes.

- Increased Participation
  - By providing all the information in a centralized and user-friendly manner, the application will lead to higher participation.
- Improved Awareness
  - With access to the all the relevant event information and with the help of the notifications and reminders the community will be well informed and have more interest in participating.
- Enhanced User Experience
  - The application will provide users with intuitive and user-friendly interfaces, timely notifications to enhance their experience.
- Strengthened Community Bonds
  - Increased event participation will result in increasing community bonds and make the community stronger and bigger than ever. Many hidden talents will be uncovered through this process and the bond between the students and the staff will get stronger as well.

# Requirements

## Functional Requirements

- User Registration
  - Users (includes organizers) should be able to create an account to register with the app.
- Event Listing
  - Application should provide a comprehensive list of events with the necessary information.
  - Organizers should be able to add, update, delete the event details.
- Event Registration
  - Users should be able to register for the events, buy tickets or volunteer through the application.
- Event Check-In
  - Users should have a way to confirm their participation while the organizers can monitor the participation count and if there are tickets, the number of tickets sold.
- Notifications and Reminders
  - Application should provide timely notifications and reminders to make the community well informed and updated.

## Non-Functional Requirements

- User-Interface
  - User-Friendly interface for visually appealing and easy to navigate applications.
- Performance
  - Application should be reliable, efficient, and work smoothly.
- Responsiveness
  - Application must work well in different devices ensuring responsiveness.
- Compatibility
  - Application must be compatible with both Android and IOS platforms.
- Scalability
  - Application must be able to handle increasing number of data and users.
- Accessibility
  - Anyone within the university can use the application.
- Security
  - Provide appropriate security measures to protect the user data.

## Key Features

To address the challenges identified in the previous section the following key features will be provided within the application.

➤ Event Calendar

- The event calendar will showcase upcoming events with all the information for the user to get informed and make their schedules effectively.
- Organizers will be adding the event details.
- This feature will eliminate the lack of centralized event information by providing a comprehensive event calendar while improving event awareness and providing consistent information.

➤ Event Registration

- Users can use this feature to register with the events, volunteer or buy tickets for the event.
- This will increase participation while providing community to easily secure their participation.

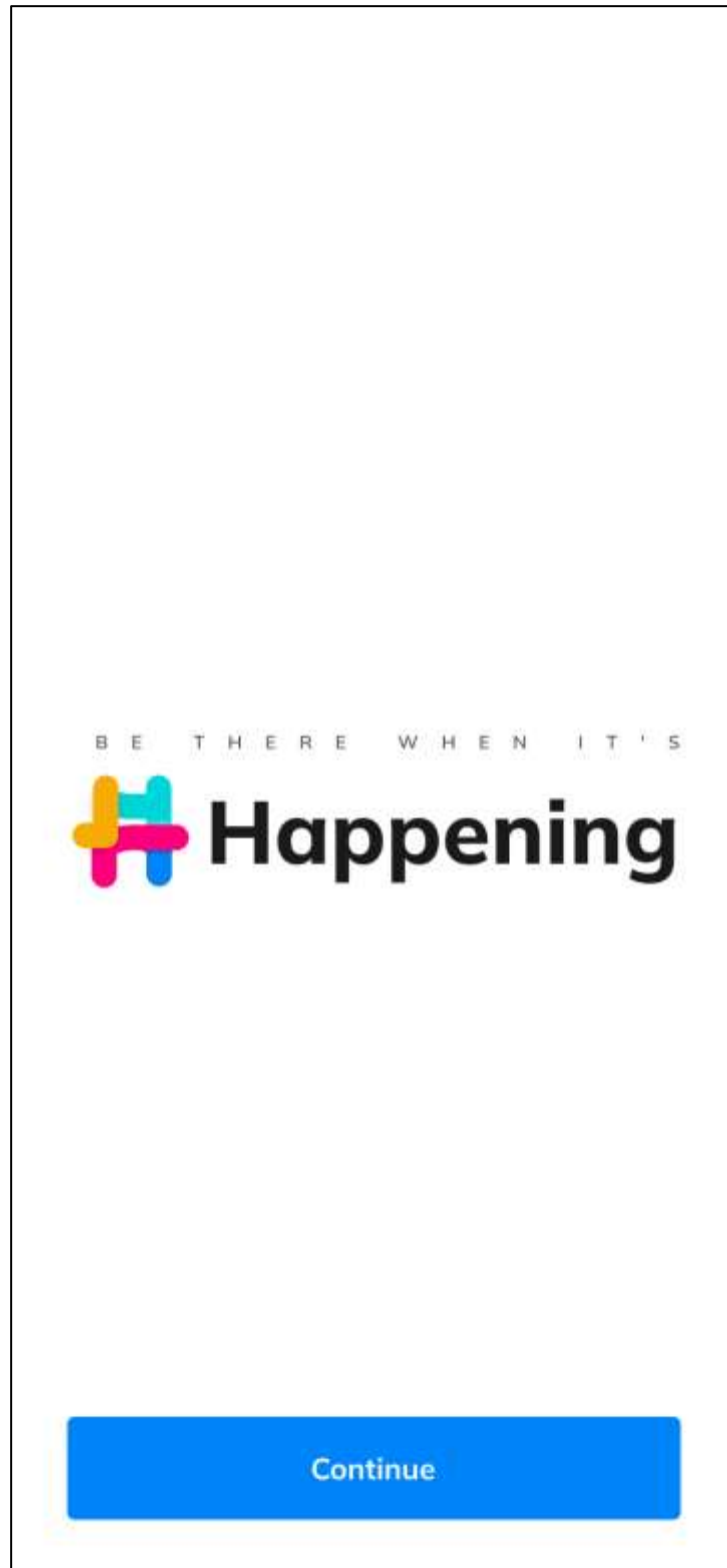
➤ Notifications and reminders

- By providing timely notifications and reminders the application will increase the awareness of the community and help them to manage their time effectively.
- Users will receive notification on a timely basis to keep them updated on the event and its status.

➤ Event Check-In

- Allow organizers to track attendance by reducing the effort of tracking the attendance manually and if there are tickets, to monitor the number of tickets sold.
- This feature will help the organizers to manage the event more easily and get a more accurate idea of the status of the event.

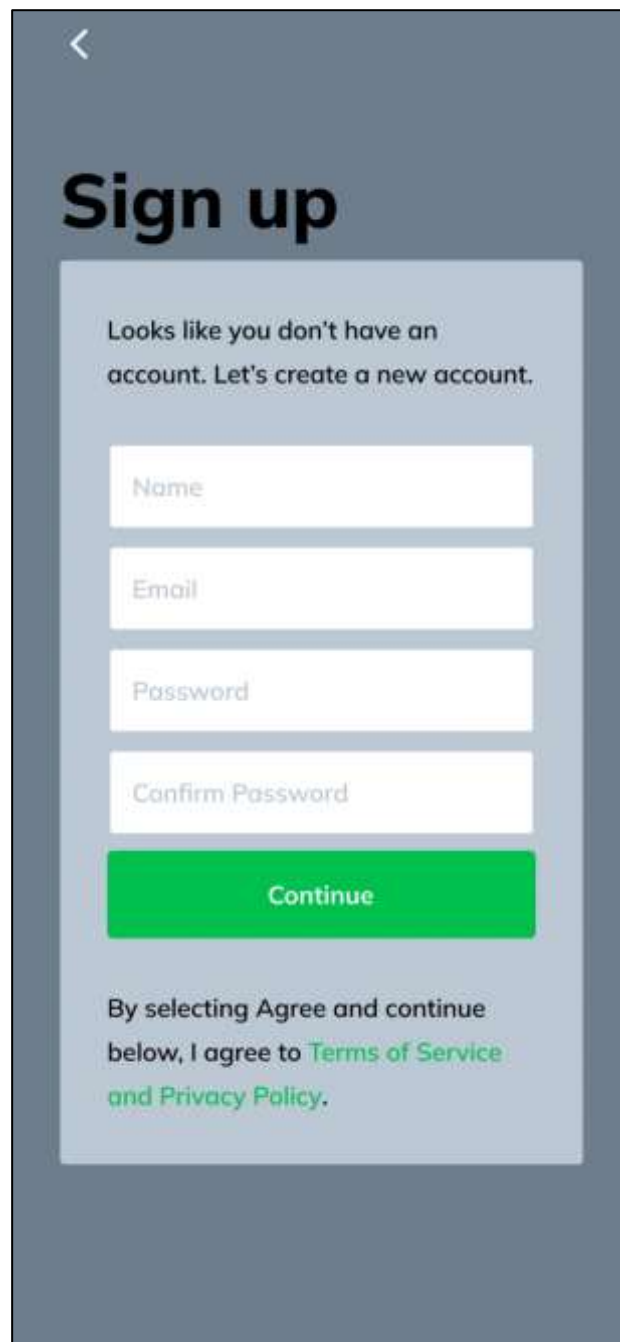
## Splash Screen



*Figure 1 Splash Screen*

## Wireframes

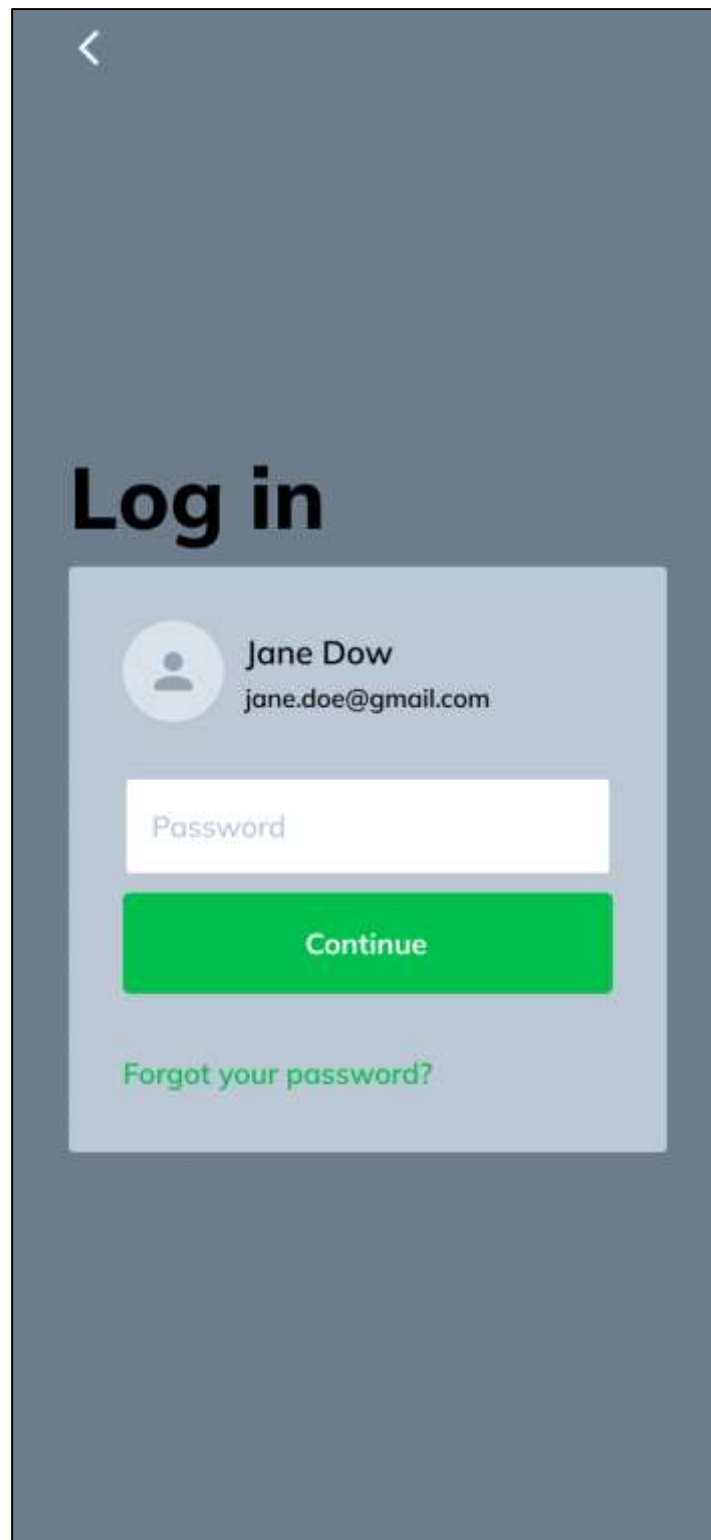
### Sign-Up



A wireframe of a mobile application sign-up screen. The screen has a dark gray background. At the top left is a white back arrow. Below it, the title "Sign up" is displayed in a large, bold, black font. Underneath the title is a light blue rectangular box containing the following elements: a message "Looks like you don't have an account. Let's create a new account." in black text; four white input fields with gray placeholder text labeled "Name", "Email", "Password", and "Confirm Password" stacked vertically; a green "Continue" button; and a paragraph of text: "By selecting Agree and continue below, I agree to [Terms of Service](#) and [Privacy Policy](#)." where the links are in green.

Figure 2 Sign-Up


## Login



A mobile application login screen with a dark blue background. At the top left is a white back arrow. The title "Log in" is in large white font. Below it is a light blue card containing a user profile section with a grey person icon, the name "Jane Dow", and the email "jane.doe@gmail.com". Underneath is a white password input field with the placeholder text "Password". A green "Continue" button is below the input field. At the bottom of the card is a green link that says "Forgot your password?".

<

# Log in

 Jane Dow  
jane.doe@gmail.com

Password

Continue

[Forgot your password?](#)

Figure 3 Login

## First-Page

Hi!

Email

Continue

or

Continue with Facebook

Continue with Google

Continue with Apple

Don't you have an account? [Sign Up](#)

[Forgot your password?](#)

Figure 4 First-Page



## Homepage

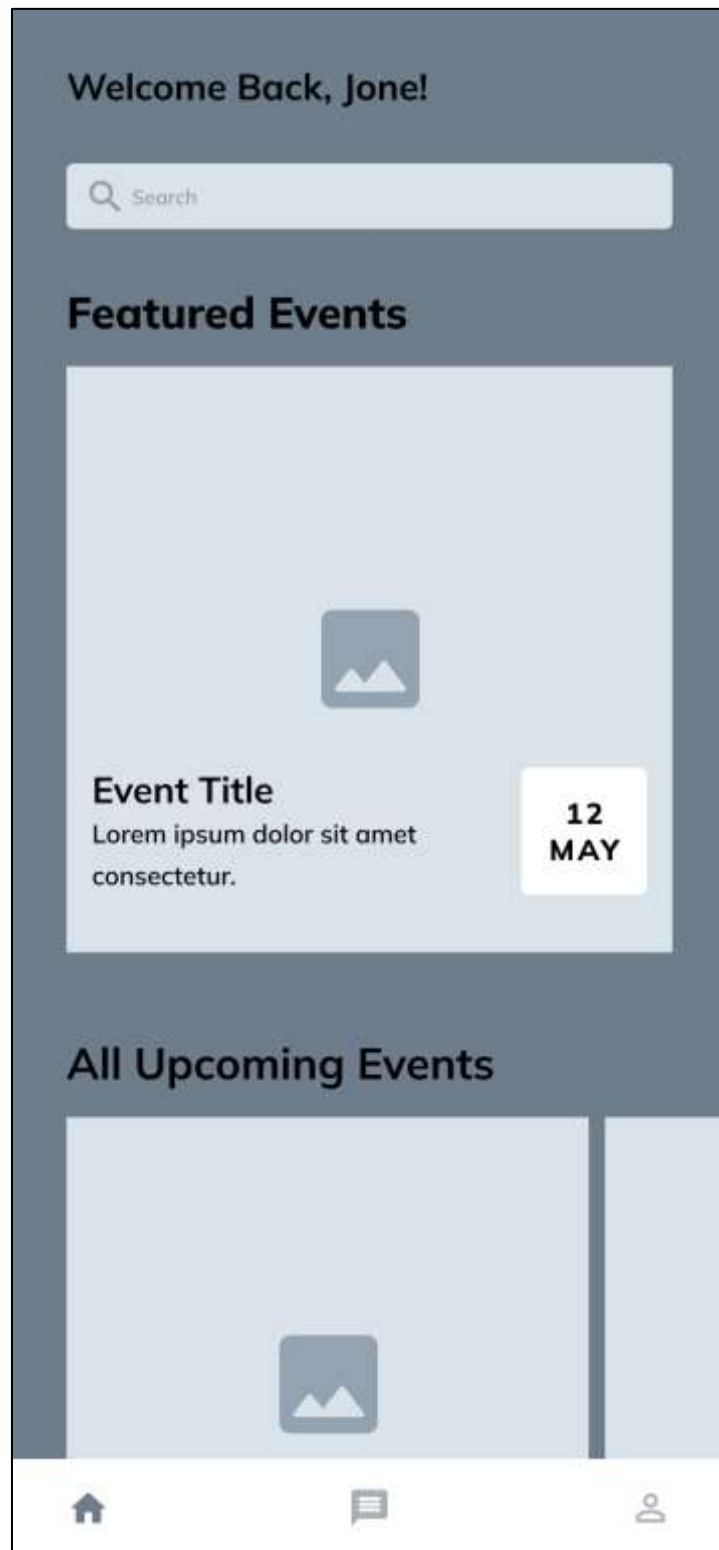


Figure 5 Homepage

## All Upcoming Events



Figure 6 Event Calendar

## Event Details

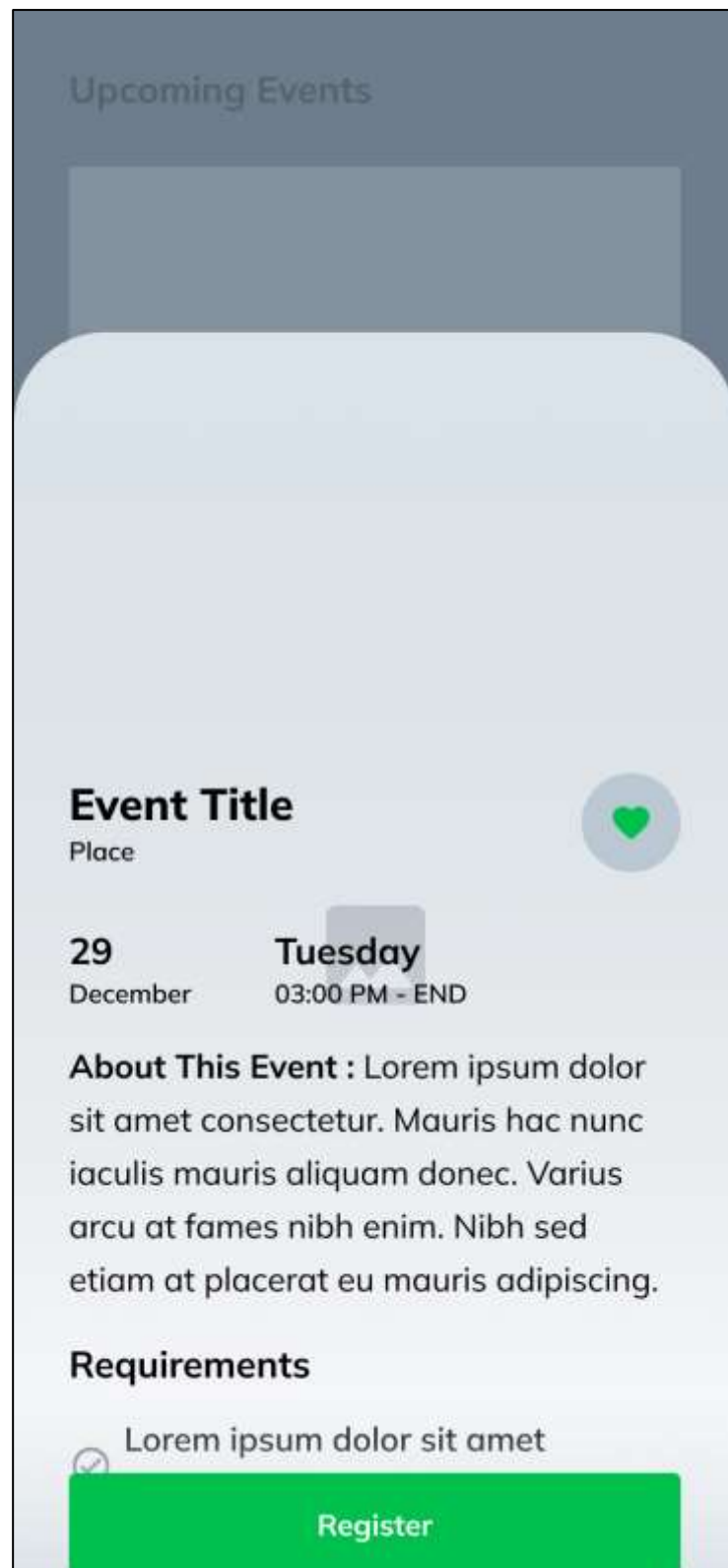


Figure 7 Event Details

## Profile

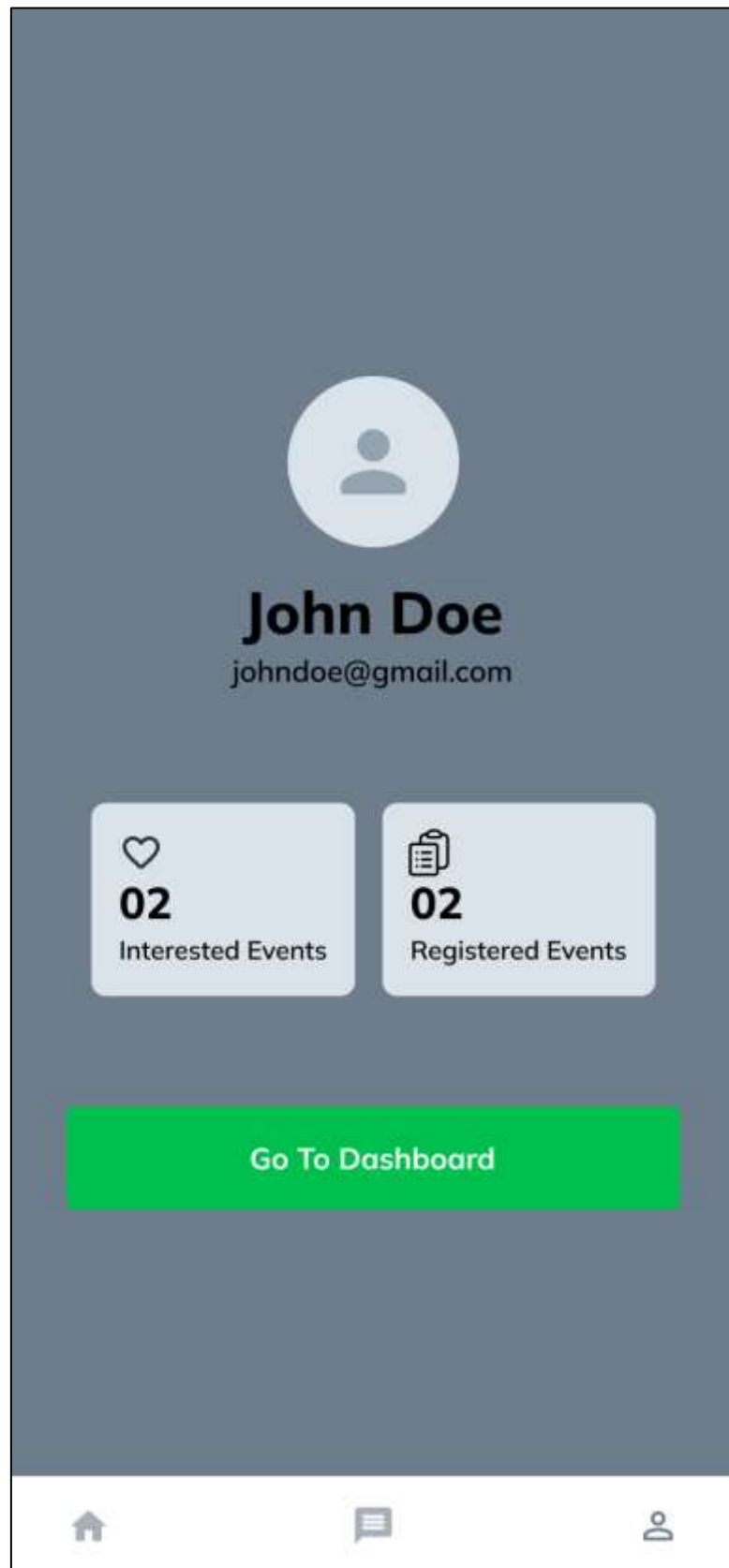


Figure 8 User Profile

In the profile page, users can conveniently view their interested and registered events, allowing them to stay updated and organized.

However, the dashboard button is exclusively accessible to authorized organizers. Within the dashboard, organizers have the privilege to add events and closely monitor event details, ensuring seamless event management.

**Important Note:**

- Please keep in mind that the wireframes provided serve as the foundation for the user interface (UI) design.
- The final UI design may differ, potentially featuring a captivating splash screen and other visual enhancements.
- This proposal primarily focuses on presenting the key features. Additional features will be incorporated as needed.
- The final product may undergo changes and include more features than initially proposed, ensuring an optimized and comprehensive user experience.