College Event Finder

Requirements Document

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Introduction (3 points)

The goal of this project is to create a mobile app called College Event Finder that gives the power of events pack to students. It is an easy way to discover, create, and join in on events going on around campuses. The application is designed to be a hub for any events that are being held while primarily giving student hosted events the spotlight. All events on campus jam-packed into a single pane of glass where students run the platform with minimal overhead interaction.

The reason this project is important is because often college students are out of the loop with events going on that may be of interest to them. And most times this is at no fault of their own since they are flooded with campus events and information that goes unseen majority of the time. Department specific emails, professor and course emails, campus wide emails, on top of all the things that they do in their personal time, it's impossible to be up to date on all the events. This may seem like just another application that will get looked over, but this also needs the push from the campus. It is easier to give students power. While also having a presence of their own. This gives students a sense of ownership in campus abilities, increasing school spirit, and engagement within the community.

The beneficiaries of this project are all college students as well as the campus organizations that are already in place. It will give greater visibility into school programs and can allow the campus to see things that students gravitate toward and tailor events to fit their student body. A connected campus environment raises morals all around and brings students back for more.

Features (15 points)

The final product will offer the following features.

Event Discovery Hub

The use case for this feature will be for users to have a hub of activities related to their interests will newer events listed near the top to give all events a prominent place in the app

1. User opens app (assuming they are logged in)
2. The hub is the home page where preloaded JSON files will show events pre populated from files. Normally, this will just be a live updating list based on student entries.
3. Students will be shown card like events with a photo and details including, event name, date, brief description, tags of event and potentially a few more depending on event
4. Student will be able to scroll through list and like specific events to add them to a short list for viewing later. They can also interact with the events to where they can be sent to a sign in/join page or an external site if that is how the event is organized.
5. From the event details page the student can bookmark, sign up, share the event with others, and even find more similar events with matching tags

Tag Based Search and Filtering

The use case for this feature will be a search function that allows students to search for events based on searching for new interest or previous tags in the app

1. User presses either a search bar or a search button icon from nav menu

2. App displays an up-to-date list of event matching tags and titles of events
3. Matching results show instantly
4. User can tap any events that show up to get results similar to the ones in the previous features

Event Creation for Students and Other Entities

- The user clicks the Create Event button from the navigation menu, or it will just be shown as a plus sign.
- A submission form appears where the user enters the event title, description, date, location, and category.
- Upon submission, the system validates all required fields and goes through a hub of campus organizers for safety precautions and other reasons and is posted within minutes to the live application.
- The event is saved to the database and immediately displayed in the main event feed.

Bookmarks Events
1. Student taps bookmarks tab that may show up as a typical ribbon
2. Events are shown in an order newest to oldest but has a button to sort based on a few factors
3. Will follow same layout as other event pages

Mobile Optimization and Responsiveness

- The user opens *the College Event Finder* on their mobile device or iPad/tablet.
- The app layout adjusts to the screen size using CSS tools.
- The event listings all format themselves according to the available screen room.
- All buttons and texts are sized for nice interactions

Production Needs (3 points)
Completing this project requires access to certain important resources. These include data, software, hardware, and financial needs. These are described below.

Data
For testing purposes, this app will rely on pre-formatted JSON data that will include fields for a title, description, locations, organizer/organization, and more. In a live environment, there will be a database that is live and constantly updated.

Software
Software used to set up the prototype will be HTML, CSS, JavaScript, and JSON. I will be using a combination of Visual Studio Code, GitHub, and some other JavaScript related tools.

Hardware
Hardware wise I will need only a laptop for coding and database storage and a mobile device either physical or virtual for testing responsiveness

Funding

In a full scale roll out, there would only need to be funding to host the site and database storage. Development will be done in-house, and app/event interactions will be monitored by campus parties.

User needs (3 points)

The end users are going to be campus event organizers, students, and even faculty for some events.

To effectively use the product of this work, the end users will need to be trained in basic social media usage which can be assumed to be everyone in this day and age.

To help the intended users benefit from this work, we will provide appropriate documentation. Documentation will include a user guide, with use cases for each section as well as a help section in app that will help users with FAQ's

Security and privacy (3 points)

No private data is needed outside of a sign up with user credentials that will be encrypted and use campus SSO for access. The prototype phase, however, will not use any login. The app will run using HTTPS protocols and other access controls monitored by campus personnel

Summary (3 points)

This will work will produce a mobile application called College Event Finder designed to bring campus interactions to an all-time high under a single student focused platform. It will benefit college students and campuses as a whole by providing them with a number of features, including that allow for student focused event creation and interaction in near real time. The project does deal with people's private data, but the project will include appropriate controls to protect it. To complete this project, we will make use of HTML, CSS, JavaScript, and JSON tools.