Lightweight event app with automatic cancellation if not enough people rsvp within certain time

Not tied to social network app

Initial target users: young/college students. Perfect for pickup games

Distribution lists – example: “my Frisbee group”

Karma system – show # of events attended, # of events organized

Open local events – based on location. (People can host for free, but if a company wants to host a promotional one, they must pay (payment is per person rsvp’d))

-Partner with yelp for promotional events(?)

**The REAL social app** - market app specifically as something that assists you doing something in the real world, not like facebook, Instagram, twitter that reinforces you to stay in front of a computer. Geared to make you go out and participate.

Add contacts from email, facebook, etc.

Use kickstarter to fund some initial costs(?)

ability to have repeat events, for example send out invites every wednesday for frisbee game on fridays.

MOST IMPORTANT - streamline adding new event

if someone rsvp’s as going, but does not show up, host is allowed to “mark” this person **within context of distribution list**. For example, friend misses Frisbee game, next time you send invite to “my Frisbee group” you get a notification that you marked this friend

accepting two events that overlap - remind user

Add registry/checklist function for things like potlucks

Research meetup/eventrbrite/facebook events

Meetup-possibly geared to older crowd

Eventbrite-buy tickets, register, etc. – too much

Facebook-not effective

All feel too heavyweight

Text message interact with app, so that rsvping doesn’t require app. Similar to groupme, where if you don’t have app, you still get message and can respond (**Vlado**)

Names:

Flashevent

FlashVent

Flash invite

Mob-evite

Mob-event

Problems:

Hosting cost

Big competitors

Development tools (for now):

Nosql/mysql

Python (something similar to Microsoft mvc) (django)

Hybrid mobile web app