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## EVENTERS

### Description

Scared to organize an event or having trouble in remembering when and where is the event and how to reach the event venue. This app provides a platform to hold all the invites at one place and get acknowledged as and when necessary. It also gives access to the organizer to create the event, manage the guest list and invite them without the tension of following everyone again and again, so that one can focus more on the event details with ease. This app will invite the guest with the most personal feel and help them in every aspect of event.

### Intended User

The user of this app are anyone who is either organizing an event or attending one.

### Features

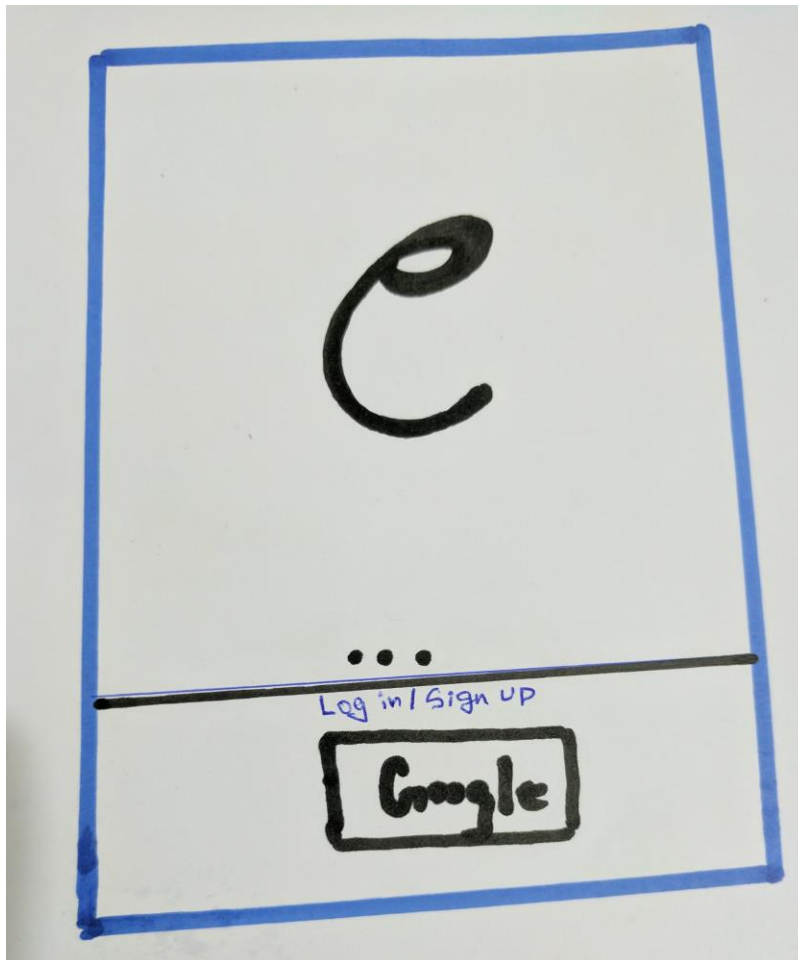
List the main features of your app. For example:

- Manage list of events

- Organize Event
- Organize guest list
- Navigate to the Venue

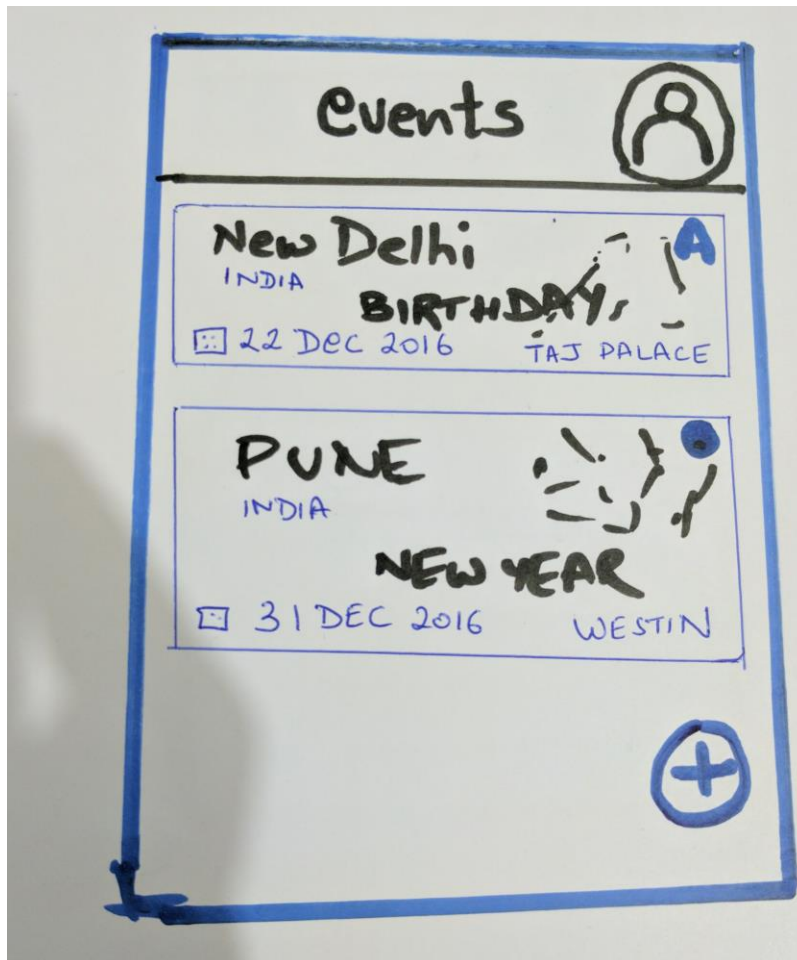
## User Interface Mocks

### Screen 1



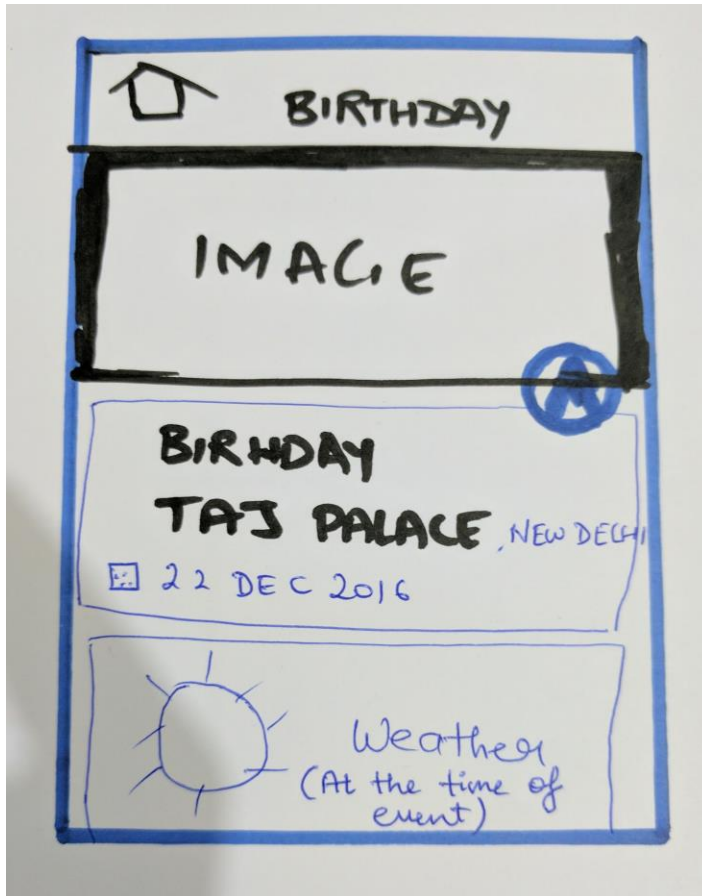
Login /SignUp Screen with details pager describing the app.

## Screen 2



Landing Screen showing the list of events.

### Screen 3



Detail Screen showing detail of the events.

### Screen 4

**X New Event**

Event Type \_\_\_\_\_

Location \_\_\_\_\_

Date \_\_\_\_\_

Time \_\_\_\_\_

Dress Code \_\_\_\_\_

Travel Info \_\_\_\_\_

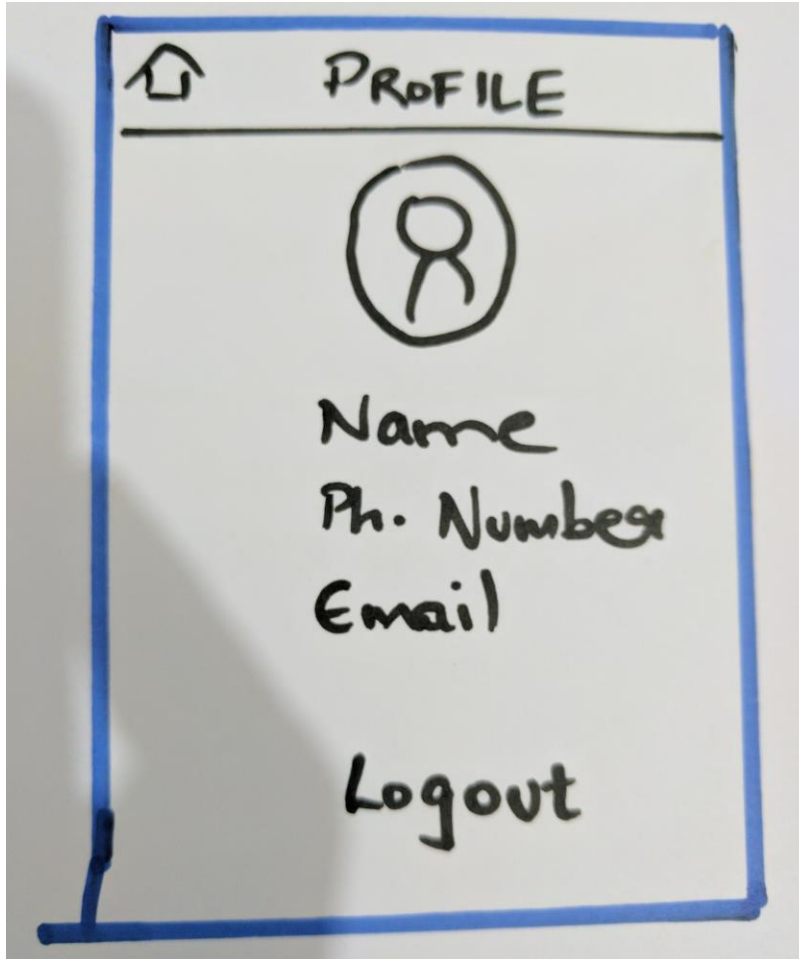
Weather \_\_\_\_\_

Guest Book \_\_\_\_\_

**CREATE**

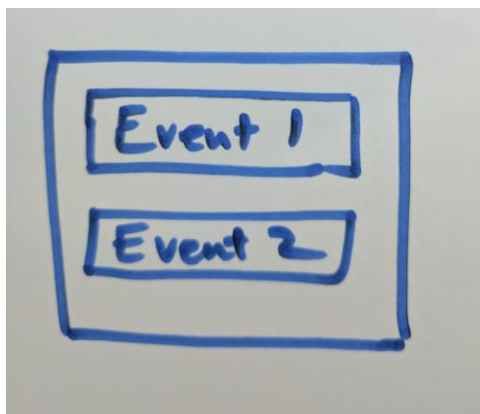
New Event Screen to create the event as the organizer.

## Screen 5



Profile Screen showing the details of the user with the option to logout.

## SCREEN 6



Widget Screen showing the list of events.

## Key Considerations

### How will your app handle data persistence?

Will make use of Firebase database to handle the offline supports and multiple device support and data sharing instantly.

### Describe any corner cases in the UX.

There will be back button, home button and the close button to handle various corner cases depending on the use case.

### Describe any libraries you'll be using and share your reasoning for including them.

Glide to handle the loading and caching of images and Volley library for networking.

### Describe how you will implement Google Play Services.

Will make use of Firebase Authentication for Authentication and session management. Firebase Cloud Messaging for notification for inviting the guests and timely reminders. Firebase Realtime Database for offline and realtime data support on multiple devices

## Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

### Task 1: Project Setup

Setup and/or configure this project.

- Configure libraries

## **Task 2: Implement UI for Login activity and connect it with Firebase Authentication**

- Build UI for LoginActivity
- Connect with Firebase Authentication

## **Task 3: Implement UI for other activities**

- Build UI for EventActivity, DetailEventActivity, NewEventActivity and ProfileActivity
- Implement the FAB.

## **Task 4: Set up the Database**

Describe the next task. List the subtasks. For example:

- Create the content provider to access locally stored data.
- Implement Firebase Realtime database.

## **Task 5: Set the Networking and the Services to fetch the data for the event list view and put newly create event.**

- Set networking to call the rest get api
- GCMTaskService when the notification will be received for the new event.

## **Task 6: Create the Widget**

Create and Connect the widget with the help of content provider.