EventBuds

Event Planning and Management application

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1.1. Project Overview

Eventbuds is an event planning and management cross platform application (web and android). It is a free app that allows users to have a smooth event planning experience from start to end and many things in between. It has unique features that makes a party host's job easier and makes things feasible for people attending the event.

1.2. Purpose of the Project

1.2.1. Background

When we first started brainstorming for project ideas, we wanted to keep in mind a few things. First we wanted to build something that is usable in daily life, has a great purpose and actually satisfies a real problem. Our focus was to build something that is within our scope considering the time constraint of 8 months(actually 6 working months excluding holidays and brainstorming time) . Also we wanted our project to have a working base first and then build upon it as our team has only 2 developers.

After careful consideration, Event planning app was something that we thought would be a great idea for our capstone project. We did our research and made sure of what was already available on the market, what new can be done and how it will likely impact our users.

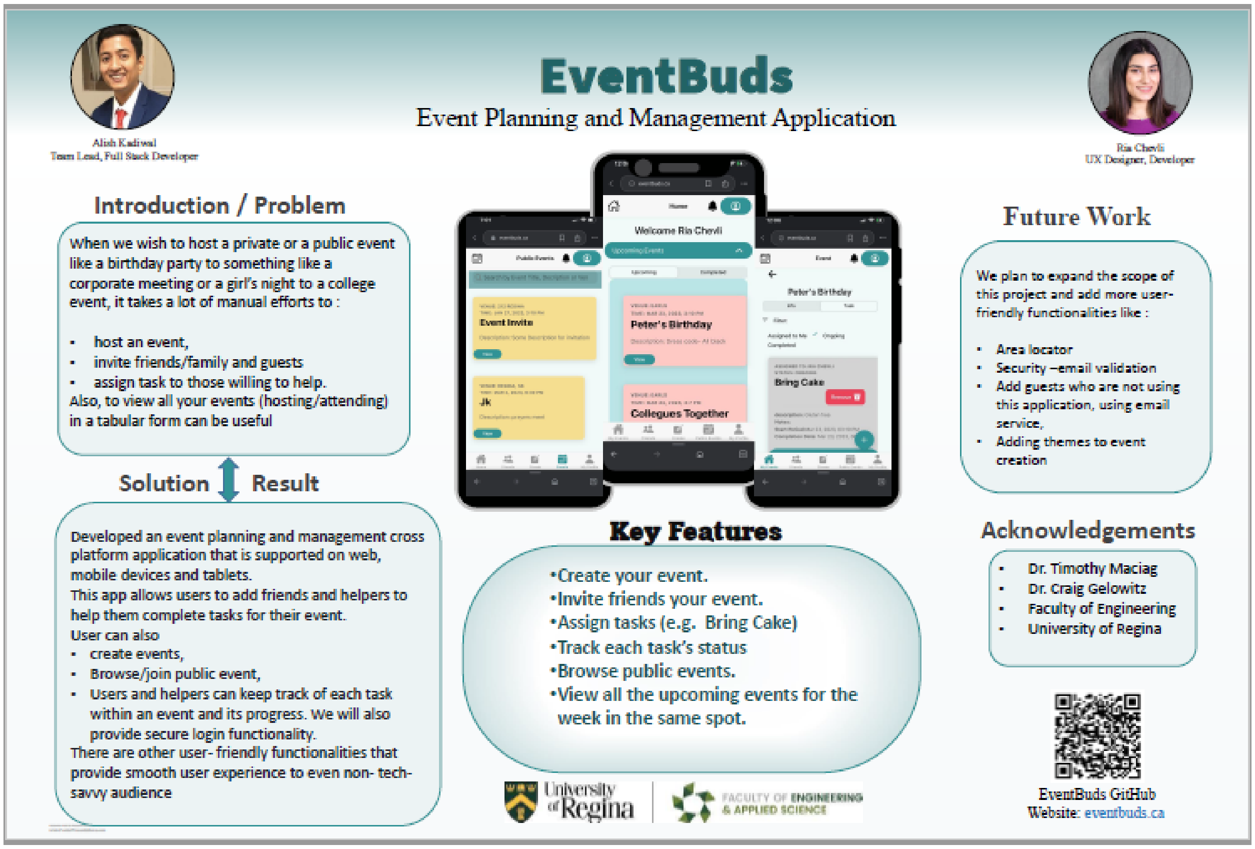
1.2.2. Goal of the Project.

EventBuds project was initiated with the idea to be an app which can be useful to a wide range of audience for varied purposes. It can be used for planning events like birthday parties, get together, colleague hangout, movie nights, work dinners etc. EventBuds also has a feature to browse public events.

Using EventBuds you can:

- Create an event (Public or Private)
- Invite friends to the event
- Add tasks for the event
- Assign task to helpers.
- Keep track of each task for each event.
- Browse public events.
- View all your upcoming events (you are a part of) for the week in one spot for a good user experience.

Our Project Poster can be a great resource for understanding our project and the purpose it serves.



Alish Kadiwal
Team Lead, Full Stack Developer

EventBuds

Event Planning and Management Application

Ria Chevli
UX Designer, Developer

Introduction / Problem

When we wish to host a private or a public event like a birthday party to something like a corporate meeting or a girl's night to a college event, it takes a lot of manual efforts to :

- host an event,
- invite friends/family and guests
- assign task to those willing to help.

Also, to view all your events (hosting/attending) in a tabular form can be useful

Solution ↕ Result

Developed an event planning and management cross platform application that is supported on web, mobile devices and tablets.
This app allows users to add friends and helpers to help them complete tasks for their event.
User can also

- create events,
- Browse/join public event,
- Users and helpers can keep track of each task within an event and its progress. We will also provide secure login functionality.

There are other user- friendly functionalities that provide smooth user experience to even non- tech-savvy audience

Key Features

- Create your event.
- Invite friends your event.
- Assign tasks (e.g. Bring Cake)
- Track each task's status
- Browse public events.
- View all the upcoming events for the week in the same spot.

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Future Work

We plan to expand the scope of this project and add more user-friendly functionalities like :

- Area locator
- Security –email validation
- Add guests who are not using this application, using email service,
- Adding themes to event creation

Acknowledgements

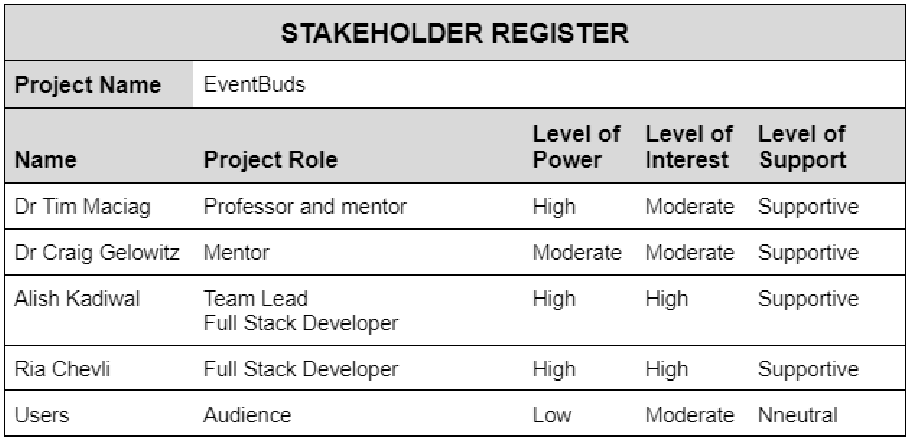
- Dr. Timothy Maciag
- Dr. Craig Gelowitz
- Faculty of Engineering
- University of Regina

EventBuds GitHub
Website: eventbuds.ca

2. Design

2.1. Stakeholders

Since this is a capstone project, our stakeholder list includes of the course instructor, mentor, the team members and the users of the EventBuds application. The stakeholder document below provides the integration of power, interest and support of all the stakeholders. Our audience will include all types of users from technical as well as non technical background, people with minimal experience with technology.

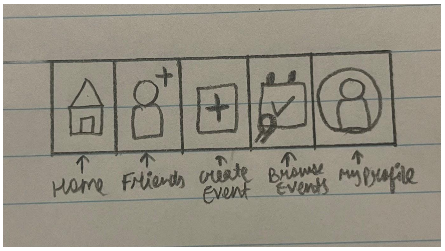


STAKEHOLDER REGISTER

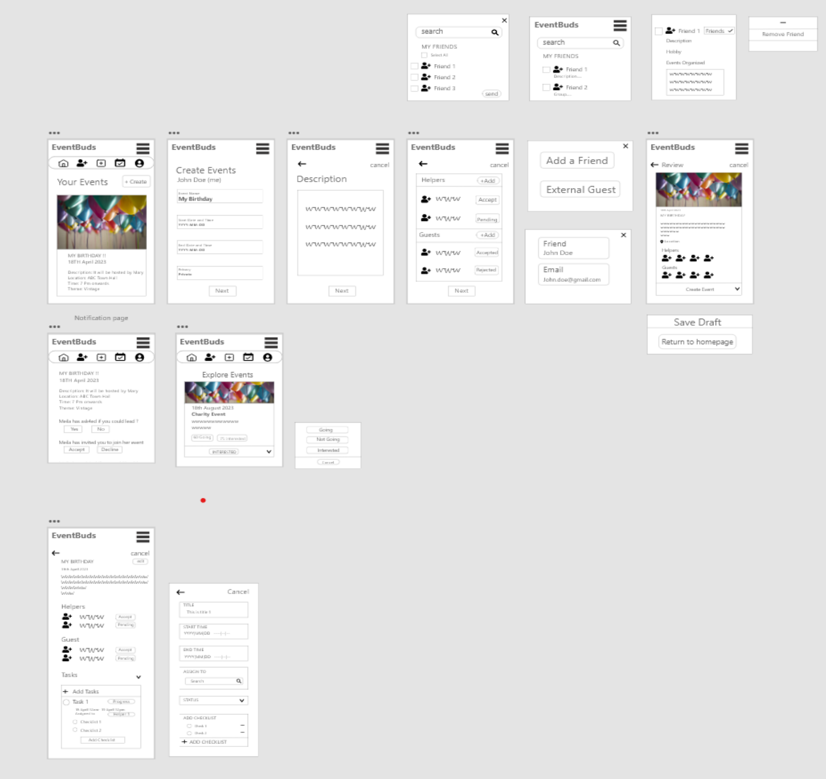
Project Name	EventBuds			
Name	**Project Role**	**Level of Power**	**Level of Interest**	**Level of Support**
Dr Tim Maciag	Professor and mentor	High	Moderate	Supportive
Dr Craig Gelowitz	Mentor	Moderate	Moderate	Supportive
Alish Kadiwal	Team Lead Full Stack Developer	High	High	Supportive
Ria Chevli	Full Stack Developer	High	High	Supportive
Users	Audience	Low	Moderate	Nneutral

2.2. Project Layout

We planned to make a lo-fidelity diagram of how our application would look like. What would it include for the skeleton and how other features can be added upon it as time permits. As our goal was to make something which is readily appealing to the users and highlights the basic purpose it serves, we first layed out the pages: Home page, friends page, create event, browse events, my profile page. These pages would help the user navigate around the application and be able to use other features.



We then went ahead and built the high-fidelity diagrams for the entire application. It gave us a visual view into how the app would look like, once built. The high fidelity diagram, along with other documentation would collectively aid us developers to view insights at any point and get a reference of how we want it to look and function like. This plays a key aspect into the actual developing side of the industry. It helps us draw lines on what can be promised and what should be kept amendable as per the needed workaround during the implementation phase.



This High-Fidelity document will also be submitted with other project documentation and can be found on our GitHub.

3. Preparation

3.1. Research key focus areas

As soon as we started the project, after deciding the idea of developing an event planning and management application, we jumped right into the research of how we were going to set this up, what tools are we using, what kind of UX design are we aiming at and what will be our primary features that we want out app to offer.

We were certain that we want to build something that has some unique features that other similar apps available in the market do not offer already. After researching and brainstorming new ideas we thought to ask our friends and families for any suggestions. We then thought to work on the aspects that the applications people would use everyday would not offer.

We thought of what application do people use everyday to make plans for events/gatherings etc. Apart from event planning apps, facebook was on the top. We went ahead and looked up the features that it offers.We noticed that we can host events, but are unable to assign task to people (exactly why people use texting platforms). This inspired us to include in our primary features as something that is unique about our app.

- Host events
- Add task to those events
- Assign task to friends
- Track its status

We looked up and prepared the low and high fidelity diagrams and meanwhile we kept researching on what platform our app will be buildable upon, what language, what other tech tools do we want to use to aid to our application.

We decided to use:

4. Implementation

4.1. Setup

We have a simple Controller-Service-Repository code Architecture setup and on frontend we are using React's Provider pattern and presentational and container component pattern. Provider pattern is used when data is passed on to its child component or state is stored and recalled somewhere within its children components. We are storing some user information and tokens on the local storage and we are using that user context to pass the data within its child component. This pattern provides redundancy and few need to recall the data from every component separately. This also saves up extra computational power on the front end. The front end build files are passed onto Oracle virtual machine, which is managed by us. The other pattern is separating the components to be presentation (page) and container (child components) layer. This improves readability and tracking.

Our API pattern is based on hierarchical separation which separates logic, rest connection and database interaction. This provides efficiency and separation of concerns within those documents. For more detailed information, refer to our Code review document.

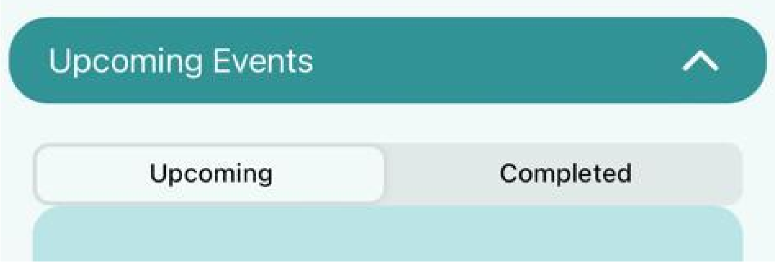
4.2. Challenges

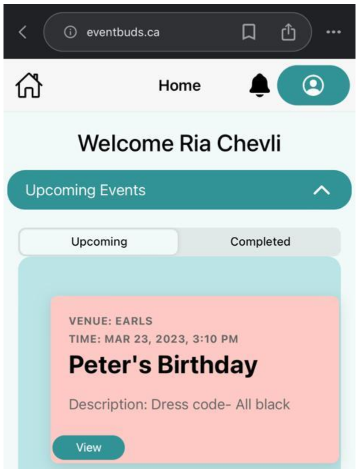
There are few challenges at the initial stages when we have to research code deployment, compatibility between the tool stack and learn to deploy and build the whole infrastructure by ourselves. We have tried to do our best with security and navigation, but setting up infrastructure and learning curve took up adequate time and our development speed was worse than we originally expected for initial MVPs. Once we are back on app development, we picked up our pace from January and focused on new features implementation and pushing regularly to production helped us with keeping us on track.

4.3. Changes/ Suggestions

During our Bazaar day (Winter semester) and following scrum, we were suggested by our Professor, Dr. Tim Maciag to come up with something for the home page that enables our audience (users) to be able to see all the events that they are invited to, all in the same spot organized by date. He also suggested to use a calendar view design and implement something along the lines. We were initially slightly overwhelmed by the idea because it did seem like it could be a selling feature for the application as not many other available apps in the market (free) would have that feature but we were not sure about how to implement something like that in such a short span of time left.

After letting ourselves process the idea, brainstorm upon it, we sat down together and decided on what is doable, what can be boiled down to basic and implement it and keep it buildable.





Welcome Ria Chevli

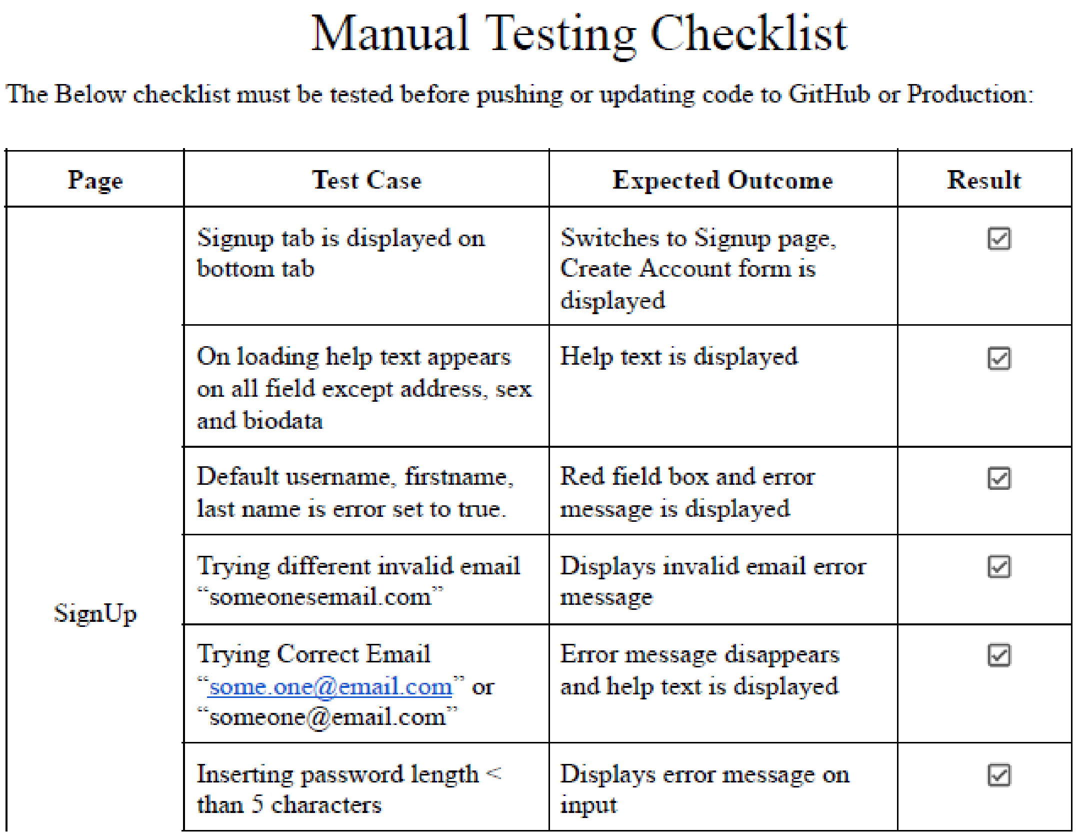
VENUE: EARLS
TIME: MAR 23, 2023, 3:10 PM
Peter's Birthday
Description: Dress code- All black

After implementing this, we did realise the importance it holds. Once we viewed from a user's perspective, we figured that this is what user experience should be about. Ease of usability plays a big factor when it comes to a desirable product/software.

5. Testing

5.1. Code Testing

We are using a traditional manual testing approach to test the features. We are also performing code review to keep track of our coding practice and keeping our code clean. We have attached our Manual test case document which consists of action and expected result. We try those steps whenever we push our code to the main branch and before creating a pull request and after its push to production. We are attaching a few test cases from our manual testing document. For detailed information regarding the test case covered, refer to our testing plan attached to our Manual testing document in our Project requirement list.



Manual Testing Checklist

The Below checklist must be tested before pushing or updating code to GitHub or Production:

Page	Test Case	Expected Outcome	Result
SignUp	Signup tab is displayed on bottom tab	Switches to Signup page, Create Account form is displayed	☑
	On loading help text appears on all field except address, sex and biodata	Help text is displayed	☑
	Default username, firstname, last name is error set to true.	Red field box and error message is displayed	☑
	Trying different invalid email "someonesemail.com"	Displays invalid email error message	☑
	Trying Correct Email "some.one@email.com" or "someone@email.com"	Error message disappears and help text is displayed	☑
	Inserting password length < than 5 characters	Displays error message on input	☑

5.2. User Testing

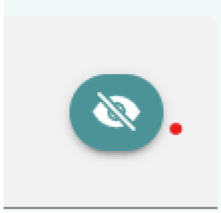
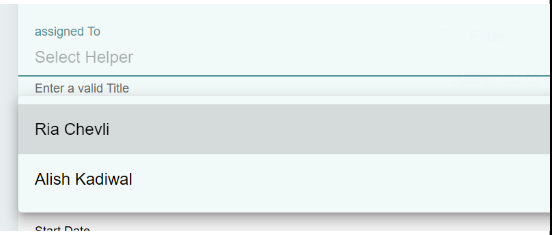
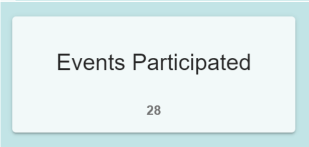
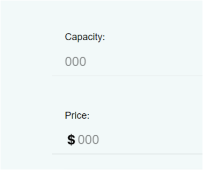
As we entered the testing phase, we made sure to keep up on the little feedback that we receive and check them off the list if they are implementable. We made sure that the user testing should be done with both the tech savvy and the users with no tech background. This would help us to view things from both angles and would enable us to implement/ change details that we could not see par as developers ourselves.

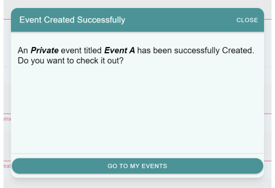
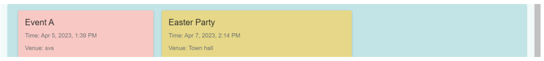
6. Feedback

6.1. Technical

Bazaar Day (winter semester) and the Trade show practice were a great resource for us to be able to achieve technical feedback from our peers, mentors, and other visitors (from software classes). We got a lot of feedback that were implementable immediately and some that could take some time but certainly doable.

List of the technical feedback we recieved

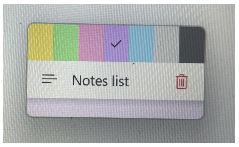
Sr No	Feedback	Outcome	
1	Eye for password show during signup password/confirm password	Implemented	
2	Task assignee options	Implemented	 assigned To Select Helper Enter a valid Title Ria Chevli Alish Kadiwal Start Date
3	/page forward	Implemented	
4	Total events- renaming to events attended/participated Or events -participated -attended	Implemented	 Events Participated 28
5	Smaller the avatar size for mobile view in profile		
6	Email was not validating as expected	Implemented	
7	Future mvp- chat system for events		
8	Remove default for cap and price Add dollar symbol	Implemented	 Capacity: 000 Price: $ 000

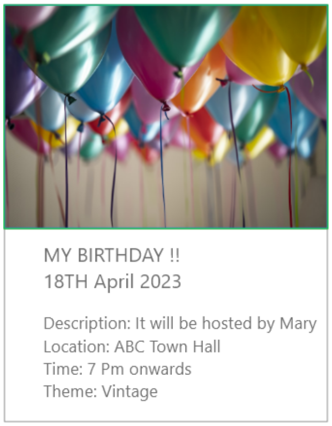
9	Redirect user after event is created to event page	Implemented	 Event Created Successfully An ***Private*** event titled ***Event A*** has been successfully Created. Do you want to check it out?
10	Arrange the event cards by date and time in ascending order for better user experience	Implemented	 Event A Time: Apr 5, 2023, 1:39 PM Venue: svs Easter Party Time: Apr 7, 2023, 2:14 PM Venue: Town hall

After reviewing all the technical feedback, we were able to implement most of them right the same week. The feedback related to the avatar size was definitely doable but we did not feel like it needed any changes. Also the Chat system for the application feedback is something that will be a great future MVP to work on.

6.2. General

There were a few other really amazing general comments/ feedback that we got.

Sr No	Feedback/Comments
1	Make a list of 5 selling features of your application and use it on your Poster
2	In future, provide options for card colour (little icons on the top to change the card colour preference, just like sticky note) 
3	Theme options to select. Eg: Birthday themes (balloon card/emojis)

	 MY BIRTHDAY !! 18TH April 2023 Description: It will be hosted by Mary Location: ABC Town Hall Time: 7 Pm onwards Theme: Vintage

7. Project Presentation

As the big day was approaching, we could not believe what all we were able to initiate, plan, develop, implement, test and give a closure to. As we know that a project is incomplete without its presentation. We know that the presentation is equally as important as the development part, so we started practicing a week before the project day. We made sure our slides are clear, easy to understand, has just the right balance of technical details (to not overwhelm the audience, as well as enough knowledge for the tech savvy audience and the judges). Another aspect we wanted to focus on was the delivery method. We made sure we were loud and clear.

Live demo is what everyone is scared/skeptical of when it comes to the project day. We decided to pre-film a demo just as a backup and to present live to make the presentation interesting, making the audience feel included. We were able to go through the demo smoothly within our time slot and had enough time for a handful of questions. We were so happy after the presentation as our friends and family came to support and cheer for us. The trade show experience was full of conversations with curious individuals, great discussions about the projects and a lot of appreciation. Everything went well as expected.

Key Features

- Create your event.
- Invite friends your event.
- Assign tasks (e.g. Bring Cake)
- Track each task's status
- Browse public events.
- View all the upcoming events you are part of in the same spot.

https://youtu.be/mncDOMER7Ww

8. Conclusion

The past 8 months has been quite a journey. This project gave us a great exposure to the software development process (what it is like in the real world/ industry), ample amount of project management skills, troubleshooting tricks and tips and many more technical skills. This project taught us to transform, modify and evolve with the needs, make amendments, start over sometimes, test small chunks, adjust and adapt with the changing outcomes and requirements and many other lifelong skills. Another key learning from this project was to come to a mutual understanding ground with the teammates, keep the solitude, communication at every step, helping out the other when in need and above all, see past the developer sight and make decisions by stepping into your user's shoe.