DEPI Final Project

Event Countdown Mobile Application

Project Objective

Build a mobile application to track and display countdowns to upcoming events.

Project Description

The Event Countdown app allows users to create countdown timers for their important events (e.g., birthdays, meetings, deadlines). Users can add events, set timers, and receive push notifications as the event date approaches. The app will feature an intuitive UI for managing multiple events and display live countdowns. Push notifications will alert users in advance of the event.

Team Members

- Basant Saeed Ahmed (Team Leader)
- Nourhan Abdelghany Mohamed
- Radwa Mahmoud Fawzy Abo Dief
- Mahmoud Farouk

Technologies to use

- Cross-Platform Framework – Flutter
- Dart Programming Language
- Push Notifications

4-Week Plan

Week 1	**Setup and UI Design** 1- Setup the development environment and project structure 2- Create wireframes for application screens 3- Implement basic UI
Week 2	**Event Management and Countdown Logic** 1- Functional event creation and management system 2- Countdown timers displaying accurate time remaining 3- Tested functionality for creating and managing events
Week 3	**Notifications and Reminders** 1- Push notifications reminding users of the upcoming event 2- Customizable reminder options for events 3- Tested and functioning notifications
Week 4	**Final Testing** 1- Fully tested and optimized event countdown app 2- Complete project documentation

Team Members' Responsibilities

Ms. Nourhan Abdelghany

Responsibilities included:
- Coding **App drawer** section that contains
  - User Profile:
    - app name
    - profile picture with image picker
    - username with the ability to edit it
  - Settings:
    - Light/ Dark mode with a switch button
    - Language option with alert box showing English/ Arabic options
    - Notification option, pressing it shows Notification screen
- Coding **Edit event screen** that contains
  - Event title   - date   - time   - icon   - tile color   - notes
  - Save button to apply changes made to the event tile in home screen and in event view page

Mr. Mahmoud Farouk

Responsibilities included:
- Coding **Add event screen** that contains
  - Event title   - date   - time   - icon   - tile color   - notes
  - Save button to apply changes made to the event tile in home screen and in event view page
- Coding **View event screen** that shows all the event details as well as the countdown box displaying the remaining time in days, hours, minutes and seconds
- Coding **event tile** to display the event details including title, icon, time and date in the home page
- Handled the **back-end** part including using local storage "shared preferences" and state management "Provider"

Ms. Radwa Mahmoud

Responsibilities included:
- Coding **Notification section** including
  - **Notification card** takes an event object "event data" and displays its details in a styled card
  - **Notification History page** designed to load and display list of events saved in shared preferences
  - **Local notification service** saves notified events for later use such as displaying a history of past notifications
- Coding the **Delete function** for deleting the event from the local storage and from the home page

Ms. Basant Saeed

Responsibilities included:

As a team leader

- Coordinating work among team members
- Arranging and holding meetings to facilitate communication with team members
- Establishing good rapport among team members
- Facilitating seamless work throughout the project different milestones
- Providing Technical assistance when needed
- Bridging any gaps that might have appeared during work in the project
- Preparing and delivering timely project reports to the instructor in charge

As a team member

- Setting up the work environment including:
  - Creating GitHub repository, helping team members and explaining how GitHub works and how to push and pull the project and ensuring they're all ready to work.
  - Making sure the project environment is meeting the standards of clean code by separating the UI, data models, reusable widgets from each other
- Using reusable widgets including buttons and dialog boxes
- Coding **4 Onboarding screens** that introduce the app to users and displayed one time only at the first time the user download the app, included:
  - Animated images using gifs and Lottie files
  - Scrolling through pages using smooth page indicator
  - Buttons such as "Next", "Skip" and "Let's go"
- Coding **Splash screen** containing animation that appears every time the app launches
- Providing assets including:
  - Images, Icons, gifs, animations
  - Color palettes with hex code
  - Fonts
- Coding **Home screen** that contains
  - Add event button   - Drawer button
- Adjusting layout, paddings, font sizes, colors and UI elements to meet the required design framework,
  in the following screens:
  - Add event   - View event   - Edit event   - Home screen
- Appling **Localization** and creating 2 Json files for Arabic/ English languages and translating the whole app data
- Adding a feature in **View event page** that when the countdown is over, a box with message appears showing that that the event is ended
- Fixing bugs related to the countdown section in **View event page**
- Testing the application and delivering feedback
- Fixing bugs that appeared after testing the application