**PACT Analysis**

**People**

* For young adults (18-30 years old)
* People who have an active lifestyle
* People who are interested in social events
* People who regularly attend interested events

**Activities**:

* The frequency of the activities depends on the user lifestyle.
* The time of the activities depends on the time user agree upon during the creation of events.
* The system is design to have a single continuous set of actions.
* The response time for the system is short and will give appropriate feedback to inform the user the effect of their action.
* The time for an event to get responses from other users can be vary.
* It can be done as long as there are internet connection and devices that are able to
* connect to the Internet
* Mistakes is allowed. They are recoverable. The activity is not critical and can be undone.
* From creation of events to joining events, each activity has a set of defined step get done.
* The frequency of data changing depends on the users and the nature of event itself.
* The data requirement of event creation is name, description, start date, end date, venue and requirement.

**Context**

* The user will user the application anytime at any place as long as it has a phone and internet connection with it.

**Technology**

* Mobile Application
* Input is from mobile phone keyboard and touch input.
* Output is the screen of the mobile phone
* It is wireless.
* The speed of transmission depends on the internet connection of the user.