**Applicazioni per dispositivi mobili**

**course**

**a.y. 2017/2018**

**UniEvent**

**Design documentation[[1]](#footnote-1),[[2]](#footnote-2)**

|  |  |  |
| --- | --- | --- |
| **Team Members[[3]](#footnote-3)** | | |
| **Name** | **Student Number** | **E-mail address** |
| **Davide Micarelli** | *236829* | davide.micarelli@student.univaq.it |
| **Tony D’Angelo** | *236027* | *tony.dangelo@student.univaq.it* |
| **Massimo Nardecchia** |  | [massimo.nardecchia@student.univaq.it](mailto:massimo.nardecchia@student.univaq.it) |
| **Antonello Micarelli** |  | *antonello.micarelli@student.univaq.it* |

Strategy

# Product Overview

App made by student for the student

Platform for creation, organization and promote events all around the world, especially for the university student (party and cultural events) with the possibility to take a ride.

We have a strong social integration with Facebook Twitter etc., everyone can create an event and other people can visualize them and filter the list for their interests.

# Competitors

Principal competitors are:

1. Eventbrite
2. Nearify

The first one doesn’t permits of create event in the app, you need to use another application, the interface is graphically poor, you can’t follow your friend interest ad event, all things that our app can do, these are the main difference.

Nearify instead at the moment of test doesn’t work, there are many bugs, also testing it different smartphone but the interface is really nice, it offers many features like favorites, sharing of event with friends, but it doesn’t permit the creation of new event, only visualize them and filter from date and place.

Otherwise ours app is focus on students, not generals events.

# User Research

The needs that we want to satisfy are:

* Group of friend that want to find something interest in their city, not only party, but also cultural event, like museum, cinema, promotion.
* Pub, museum, cinema, locals that want to promote their event with low cost (without print any manifest for example) and monitoring the event.

The main goals are:

* Provide easy and intuitive interface with the users can search, create and organize events.
* Provide system for going to the events with other people.

# Personas

Proprietario locale che si vuole pubblicizzare

Ragazzo in cerca di divertimento



Scope

**Features**

* **Profiling**
* **Events creation by users**
* **Events search and visualization by users (filter also)**
* **Events booking (only for limited numbers events)**
* **Notification System**
* **Social integration**
* **Save favorites events**
* **Sharing with friends (social sharing)**
* **Searching place with gps or manual**
* **Events management**
* **Function: take a ride**
* **Event feedback at the end of it**

**Scenarios**

It is a short, simple narrative describing how a persona might go about trying to fulfill one of those user needs. By imagining the process our users might go through, we can come up with potential requirements to help meet their needs.

Structure

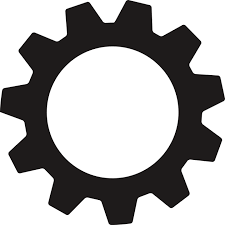
# Navigation model

C:\Users\Tony\AppData\Local\Microsoft\Windows\INetCache\Content.Word\navigationModel.png

Navigation model of your app.

Description of its main parts and the relevant choices you made. For each view and for each main navigation flow you have to describe your design decisions and their main objectives.

# Decision ad flow:

* All the elements with the symbol  are part of menu, many of the voice are accessible only with registration
* For making our app easier to use and pleasing the users proceed to registration only after first access, and without obligation, naturally the unregistered users can only view events. For other functionality is required login/registration.
* We choose to start with splash page and after the loading the search event, the app asking authorization for gps functionality and set the city, if it doesn’t happen the user can set city manually
* We choose to put setting in the profile option for making more clear the ux, and it’s accessible for everyone

# Data

Provide a class diagram representing all the contents you manage in your app. As a reference for class diagrams, use this: <http://it.wikipedia.org/wiki/Class_diagram>

Skeleton

Lo-Fi Wireframes of your app. In this phase you have to create a **complete wireframe** representing all the views described in the navigation model.

Description of the relevant choices you made about the user interaction and how information flows among views.

Surface

Provide an Hi-Fi Wireframes of a **single view** of your app. Please choose a representative view to show here.

Description of the relevant choices you made about the layout and color palette, fonts, icons, etc.

1. The max length of this document is 20 pages [↑](#footnote-ref-1)
2. The structure of this document is fixed, it cannot be changed in any way [↑](#footnote-ref-2)
3. The team leader is listed as first member in this table [↑](#footnote-ref-3)