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1. Introduction

This project, titled as EventMeetApp, is an android application which focuses to build a common platform for an event connecting both the organizers, participants and resource persons. People will use this application for creating, organizing and managing events as well as getting updated information and communicating with others.

2. Scope of the Project

2.1. Overall description

To create an event, a user has to apply first. After manual verification about the event and event creator by the application owner, he will be given an Admin ID. He will be able to access the admin facilities for the particular event of the application. Then he will invite others to register for the event. After registration, authenticated users will be able to access the features of the application for a particular event.

Users can view the description, schedule, location, participant list, resource person list of the event and communicate with others through personal conversation. There will be a public forum for any query, feedback and discussion. Users will get important notices and reminder through notification. Admin and resource persons can upload and all users can download photos and resource files. Finally, users can get nearby location suggestions from *Things to do* section. The event will be disabled when its lifetime is over, but no information will be deleted permanently.

2.2 Features

An authenticated user can access following features:
1. Event Schedule: Updated program schedule
2. Event Location: Specific location of the event with Google Map API facility
3. About Users: Information of the Participants and Resource Persons of a particular event
4. Notification: Important notices and reminder of the event
5. Forum: Public platform for any query, feedback and discussion throughout the event lifetime.
6. Personal Conversation: Personal chatting among users
7. One tap contact saving: Saving contact information in phonebook
8. Photo Gallery: Viewing and downloading shared photos of the event
9. Resource Materials: Downloading materials uploaded by admin and resource persons
10. Check In: Updating check in after being present to the event, that will also work as taking attendance
11. Things To Do: Suggestions of nearby places such as restaurants, resort, important places.

2.3 Limitations

There remain some limitations in our project:
- This application is for android platform only
- This application cannot verify if any user provide wrong information about himself
- Some of the features requires internet connection to access
- We did not consider security issues in this application
- This application requires some manual activities.

2.4 Deliverables
- SRS Documentation
- Android Application

3. Motivation

Various events like seminars and workshops are being held regularly around us, but there remain communication gap among the participants and the organizers. Traditional ways of arranging these kinds of events are being complex for the people and losing interest day by day.

Hence, a user friendly mobile application with automated features can be the solution of the problem stated above. So, we have decided to develop an android application which will be helpful to the people for this criteria.

Learning Objectives from this project includes:
- This project will improve our oral and written communication skills
- It will improve our team work
- We will learn to handle a database
- We will experience to finish a complete project

4. Work Plan

Major steps to complete this project :
- Collecting requirements
- Analyzing and finalizing the requirements
- Preparing SRS document of the project
- Designing application layout and implementing user interface
- Developing the application in three phases -
  - Pre-event task implementation : Creating registration forms, User authentication, Event creation, Database creation and connection.
  - During Event task implementation : Database management, Check in, Forum, Conversation etc.
  - Post-event task implementation : Sharing files, Disable event etc.

- Testing and Deploying

Contributions
- ❏ Languages: Kotlin, HTML, CSS, PHP, MySQL
- ❏ IDE: Android Studio
- ❏ Web Service: Apache
- ❏ Version Control System: GitHub