GitHub Username: gabyquiles

Eventy

Description

Planning an event hasn't been easier. From get togethers to bigger events Eventy is here to help you.

LIST OF EVENTS Easy listing of events that you are coordinating. You will have handy each event information including how many people has been invited and how many have confirmed. EASY DISTRIBUTION OF THINGS TO BRING When each guest is confirming they can be asked what they are bringing, based on the list that you had provided for the specific event. This will solve the usual question of "What should I bring?"

Intended User

This app is intended for user that are looking to plan an event. It will help them to invite guests, and distribute things to bring between people invited.
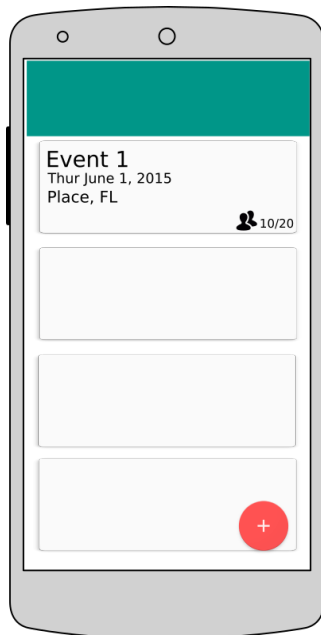
Features

The main features of this app are:
- Create event
- Share event main details with invited people
- Assign things to bring to guests

User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1

The main screen will show a list of defined events. Each listing will include the name of the event, the date and the address. Also will show a count of how many guests have confirmed that they are going and how many people were invited. It will also include a Floating Action Button to easily add new events.

Screen 2
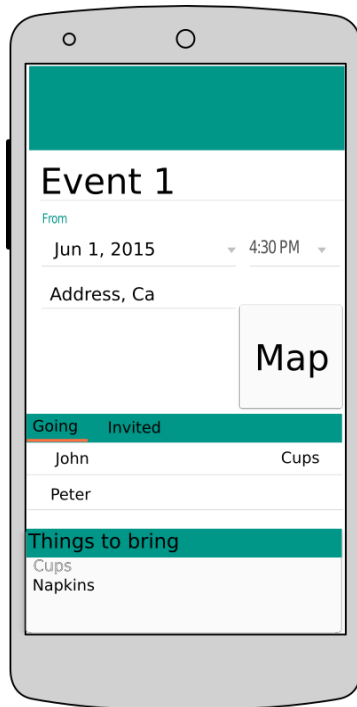
The detail view will show all the details for the selected event. It will include a list of people invited and which thing they have chosen to bring. It will also show which things are left to be assigned.

Key Considerations

How will your app handle data persistence?

The data will be persisted in the phone and with firebase.

Describe any corner cases in the UX.

Edge Case 1:
        If the user does not have any event defined, the list will show a message saying that there are no events defined.

Edge Case 2:
        If user has no internet connection, last data in memory will be shown, but with an indication that data might not be up to date.

Describe any libraries you'll be using and share your reasoning for including them.

Firebase - Will be used for data persistence across devices and to record responses from invited guests.
AdMob - To include ads into the app.
Maps - Will show the location of the venue for the event.
Analytics - To analyze the app usage.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

Task 1: Project Setup

Create Project and define dependencies:
- Admob
- Analytics
- Map
- Firebase

Task 2: Implement UI for Each Activity and Fragment

Create UI:
- Phone Main Activity Layout
- List of Event Fragment Layout
- Recycler View Item Layout
- Event Details Activity Layout
- Event Details Fragment Layout
- Tablet Main Activity Layout

Task 3: Setup AppEngine Module

Configure the AppEngine backend. Remember to setup the connection to firebase. The backend will allow invited guests to click on a hashed link and will allow the person to confirm

that they are going to the event and select from a list of things to bring which one they are going to bring to the event.

Task 4: Implement Google Play Services

- Connection to Firebase
- Admob
- Maps
- Analytics