Final Project CS 590 – Low Code/No Code: **Total points: 15**

Group Project
Presentation Dates – May 1, 2025

Real-World Mobile Application Development Flutterflow.io

Project Title:
"Community Event Management Platform"

Objective:

The objective of this final project is to design, develop, and deploy a fully functional mobile application using https://app.flutterflow.io/

The application will serve as a Community Event Management Platform, enabling users to create, manage, and participate in local events. The project aims to give students hands-on experience with low-code/no-code development, focusing on database management, user experience design, and real-world problem-solving.

Project Overview:

Your team will develop a Community Event Management Platform where community members can create events, RSVP to events, and view upcoming community activities. The platform should allow for user registration, event creation, event management, and user interactions. The goal is to create a platform that is user-friendly, responsive, and fully functional.

Project Requirements:

1. User Roles and Authentication:

- **User Roles:** The platform should support at least two user roles: Event Organizer and Regular User.
- **User Registration and Login:** Implement a user registration system where users can sign up with an email and password, or via social media accounts (e.g., Google, Facebook).
- **Profile Management:** Users should have the ability to create and manage their profiles, including personal information, profile pictures, and preferences.
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2. Event Creation and Management:

- **Event Creation:** Event Organizers should be able to create new events with details such as event name, date, time, location, description, and an optional event image.
- **Event Management:** Event Organizers should have the ability to edit or delete their events, manage RSVPs, and communicate with participants.
- **Event Categories:** Implement categories (e.g., Sports, Arts, Education, Social) to help users filter and find events of interest.

3. Event Discovery and Participation:

- **Event Browsing:** Regular Users should be able to browse upcoming events by category, date, or location. Users should also be able to search for events using keywords.
- **Event Details Page:** Create a detailed event page where users can view all relevant information about the event and RSVP.
- **RSVP System:** Implement an RSVP system where users can indicate their attendance and receive confirmation. Event Organizers should be able to view the list of attendees.

4. Notifications and Communications:

- **Email Notifications:** Set up email notifications for event reminders, RSVP confirmations, and event updates.
- **In-App Messaging:** Implement an in-app messaging system that allows Event Organizers to communicate with attendees or potential participants.
- **Push Notifications:** If feasible, implement push notifications for event reminders and important updates.

5. Administrative Features: (Extra Credit)

- **Admin Dashboard:** Develop an admin dashboard that allows administrators to manage users, events, and categories. Admins should be able to remove inappropriate content or manage platform settings.
- **Analytics:** Implement basic analytics for Event Organizers, such as the number of RSVPs, event views, and attendee demographics.

7. Testing:

- **Testing:** Conduct thorough testing to ensure the application functions correctly.

Deliverables:

1. Functional Mobile Application:

- A live version of the Community Event Management Platform
- The application should meet all the functional requirements specified above.

2. Documentation:

- **Project Report:** A detailed project report that includes:
    - **Project Overview:** A summary of the project, including its purpose, target audience, and key features.
    - **Development Process:** A description of the development process, including team roles, **major challenges, and how they were overcome.**
    - **Technical Implementation:** Detailed documentation of the technical aspects of the application, including database structure, API integrations, and any custom logic used.
    - **User Guide:** A brief user guide explaining how to use the platform from both the Event Organizer and Regular User perspectives.
- Flutterflow.io **Editor Access:** Provide access to the Flutterflow.io editor for the instructors to review the application's backend.

3. Presentation:

- A 10-minute group presentation demonstrating the application's features, discussing the development process, and reflecting on the experience of using Flutterflow.io
- The presentation should include a live demo of the application, highlighting key functionalities and user interactions.

Grading Criteria: (80% - Group, 20% Individual)

- **Functionality (40%):** How well does the application meet the functional requirements? Are all the features implemented and working as expected?
- **User Experience (20%):** Is the application intuitive and easy to use? How well does the design support user interactions?
- **Technical Implementation (20%):** Quality of the database structure, use of Flutterflow.io's features, and any custom logic or API integrations.
- **Documentation and Presentation (20%):** Quality of the project report, user guide, and clarity of the final presentation.
- **Individual contribution toward the project / Worklog (15%)**
- **Professionalism & Code of Ethics (5%)**