**Team no. 9 - Phase 3**

**1. Join event**

In order to provide a flexible, yet simple mechanism, the user will be able to filter and sort events based on a few meaningful criteria like: category, location and area, time, skill level, cost, etc. The result is that the user can set softer limits on the filters to see a wide range of events if he/she wants to explore some new things for example, or can specifically set every filter in order to find what he/she is most interested in. After all the possible choices are displayed, the user proceeds to choose the one that fits them best.

**2. Create event**

In order for the filters mentioned before to work as well as possible, the general idea is to have the user provide as much information as possible about the event; in consequence, there will be mandatory fields (location, time, sport, number of participants, etc.) and optional fields, like skill level, mandatory equipment, etc.

**3. Create groups based on activities**

For a better organization and communication related to a certain sport or activity, the users are provided with the possibility to create, join and talk on groups. This will allow them to find partners more easily, share ideas and pictures, suggest events, advice and any other kind of helpful information. The users are encouraged to ask questions, and to be active on groups in general.

**4. Real-time messaging with other users**

But if there are people who would rather talk to others in private, they can do that via our messaging feature that allows real-time communication. Thus, if someone wants to invite only certain people to an event, he/she could do that by sending those people a link to the event directly or just talk to them as if on FaceTime, but without the aid of other messaging applications and platforms.

**5. Send invitations**

Invitations to an event can be done in 2 ways: by the person who created the event, if the event should be unlisted/private and only meant to be known by the users chosen by the owner of the event, or by anyone who joins a public event and wants to let their friends know about it.

**6. Monitor points won by joining/creating events and then use them to get "premium" facilities**

By participating and hosting events users will be rewarded with points. These points will be usable in exchange for “premium facilities” that will give the user small perks that will help him in the use of the application. The points gained will be monitored by the admin, who will decide the number of points each user wins based on a set of criteria, such as the number of joined or created events, the reviews from other users, their activity and implication and groups, taking quizzes, etc.

**7. Review a person you've played with**

After an event has been finished, users will be able to review the other participants of the event. This review is in the form of a rating from 1 to 5. By reviewing the other participants, they will help improve the community in which they play by indicating which players would be good fit for which.

**8. Cancel/change event**

Unpredicted events or situations can appear even when the planning of the event is very thorough. This is equally true for the present application, so users might be faced with the issue of cancelling or changing an event, as a cause of some objective reasons. In this case, it is important that are the parts involved (all the users that signed-up for the event) are notified about the changes in such a way that the information reaches them in the shortest time.

**9. Setup preferences in order to get events recommendations**

Besides the basic information, the account of any user also has a preferences profile component. While not mandatory for the user to fill in the information in this part, it is recommended, because based on the preferences the user sets, he/she will receive recommendations and news that are tailored to its needs, improving the experience with the application.

**10. Share event on different social media platforms**

Social media platforms are nowadays a critical component in the way we interact with other people, so it is important for any user to be able to share an event, either one he created, or one he simply takes part in, on these social platforms. It is natural to include and expose our hobbies and passions to others and it can help in creating new connections.

**11. Set reminders to notify users some period of time before the event**

All the users of the application can set to be notified when an event for which they signed is about to start. They can set the period of time before the event starts when they will be notified. These notifications can help the user remember the events for which they signed up, in order for them to not forget about the event and receive bad reviews.

**12. Post pictures from organized events or from sport venues**

The users who organize events can post pictures of the venue in which the event will take place in order to advertise it and attract more users to join the event. After the event the users who participated can add photos taken during the event. The purpose of this is that the persons who participated can share the pictures through this platform between them. In case all users agree the pictures can be public to promote the events created by this user.

**Bonus task: Take quizes to test and improve knowledge about certain sports**

The user can take quizzes about the sports he would like to practice in order to test his/her knowledge of the game rules, to keep himself/herself informed or help them acquire the necessary knowledge to play a certain sport, such that all the users who join a game are sure about the rules, thus ensuring that the event unfolds smoothly.