SunDevil Connect – College Event & Club Management System
Total - 400 Points

Phase I (100 points) - Due by: Sep 20th 11:59 pm

- Analysis, use-cases, use-case diagram, object identification and classification

Phase II (100 points) - Due by: Oct 25th 11:59 pm

- Class diagram and the application of design patterns

Phase III (150 points) -

- Implementation, to be done in three increments

  Part I: Due by Nov 8th 11:59 pm
  Part II: Due by Nov 15th 11:59 pm
  Part III: Due by Nov 22nd 11:59 pm

Phase IV (50 points) - Due by: Dec 1st by 11:59 pm

- Marketing the product: Technical and non-technical presentation

Objective:

The objective of this project is to guide you through the complete lifecycle of software development, from initial identification of system actors and use-cases to the final implementation and presentation of the product.

You will gain hands-on experience in various stages of software design and development, including use-case analysis, class diagram refinement, design patterns, coding iterations, and marketing.

This hands-on project will enable you to:

- Perform requirements analysis and use-case modeling.
- Design and refine class diagrams incorporating design patterns.
- Implement the system incrementally to ensure iterative improvements.
- Prepare and deliver both technical demonstrations and user-focused presentations to market the product.

Introduction:

ASU has large number of clubs, student organizations, and events. Having a well-designed centralized system to manage such large network provides organizers and interested parties to publish and find organizations/events. With that in mind, we will design and develop the **SunDevil Connect** which is an online platform that helps ASU Students to discover, join, and engage with student clubs and campus events. Whether it's joining the coding club, attending open mic night, or signing up for a workshop, the **SunDevil Connect** hopes to bring all student life experiences into one interactive App.

Our **SunDevil Connect** system has the following three main objectives:

1. **Empower Student Engagement:** Encourage student involvement in campus life through a centralized platform.
2. **Better Organization of Activities:** Help club leaders manage events, members, and communication more efficiently.
3. **Ease of Use:** Offer a seamless, web based or mobile-friendly experience for event discovery and registration.

To achieve the above objectives, the SunDevil Connect has the following main functionalities:

Main Functionalities:

1. **Event Discovery:**

   o Students browse upcoming events sorted by category: music, tech, sports, social, career, etc.

     o   Students can apply filters to the searches. Filters include date, location, free/paid event, and popularity.

2. **Club Membership:**

     o   Users can join clubs of interest.

     o   Each club has a page with basic club info, events, members, and announcements.

3. **Event Registration:**

     o   Students can register for events in the system.

4. **Club Dashboard (For Leaders):**

     o   Create/manage events, approve members, and post updates.

5. **Admin Panel:**

     o   College admins can oversee all clubs, approve new ones, and manage flagged content.

Background Research:

We encourage you to browse through the following weblink with similar functionalities to get some ideas. But this can be improved significantly to fulfill our three main objectives of the **SunDevil Connect** system as stated above.

https://eoss.asu.edu/clubs

Once you review this, envision a better system, think through new ideas and then design and implement the new system.

Class Project