1. **Group Number:** 16

2. **Group Members:**
   Alec Griffin - ag54865
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3. **Application Name:** MyCity

4. **Application Type:** Consumer

5. **General Description:**
   Our application is devoted to helping people find nearby, upcoming events from small, club info sessions on a college campus to larger events such as Austin City Limits. Upon making an account and signing into our IOS application, people can find local events around them based on relevancy to user, distance from user, popularity, attendance numbers, etc. Users can also set certain preferences when creating their user account to allow our app to suggest events that they might like.
   On the flip side, businesses, college organizations, or other organizations can make accounts and put events on this application for users to see, react to, and attend. This represents a great way for organizations to gain exposure with their respective local community and to fill up their events. Organizations could also make private events where they could invite a specific subset of people to their event.

6. **Feature List:**
   • <u>User/organization accounts</u> - Created using a valid email address and secure password. Username and password recovery as well as automatic sign in upon opening the application.
   • <u>User account registration</u> - Users can select preferences as well as other settings to customize their event viewing experience. This allows users to see a suggested list of events within the application.
   • <u>Organization account registration</u> - Creates an organization profile that lets users see what events organizations post as well as general information regarding the organization. Privacy settings are enabled to allow organizations to choose who can view events, among other things.
   • <u>Distinct accounts for both users and organizations</u> - Users can view and search for local events. Organizations can post events and see data regarding the event (number of people attending, number of people interested, times viewed, etc.).
   • <u>Event list</u> - Real-time list of events occurring in the user's general vicinity. Initially influenced by user preferences, but can be filtered by user settings.
   • <u>Events</u> - Each event has a title, description, picture, location, time, tags, etc. Can also have a certain metric that allows users to see the quality of the events and the organization.
   • <u>Settings</u> - Both users and organizations can edit their initial information as well as other settings. The profile can have statistics such as the number of events attended, favorite type of event, etc.
   • <u>Apple maps integration</u> - Different representation for viewing the event list. Events are represented by pins colored based the type of the event.

- Notifications - Informs user of impending events, new events matching their preferences, and sponsored events.
- Integration with 3rd party social media applications - Users and organizations can share events to platforms such as Facebook or through text messages.
- Visual calendar - Lets the user view a general schedule of events they've listed as being interested in or that they are attending.
- Following system - Users can pick and choose organizations to get notified of new or upcoming events.

7. **Target Audience:** Our target audience is both people looking for local events around them and organizations trying to reach a larger audience for their events:
   - People are always looking for new things to do or different things to try.
   - The simplicity of our application will make finding when and where local events are easy and convenient for people.
   - Our application is a centralized hub for figuring out what to do on the weekends, for people visiting cities or for people who are looking to try new things.
   - Organizations are always looking for new ways to reach a larger target audience on a local level since an organizations local supporters will be the ones primarily supporting their organization.

8. **Development Plan:**
   Alpha:
   - Generate a class hierarchy for accounts and account information.
   - Create a splash screen as well an app icon.
   - Pick a color scheme for the app.
   - Make a login screen.
   - Valid registration (email exists, and password is fairly secure).
   - Build a database to hold account records, and integrate app with this.
   - Account authentication (check if login information matches database records).
   - Layout the flow of the application UI for future settings.
   - Initial login profile setup (user and organization accounts set profile information).
   - Settings management for both users and organizations.
   - If time remains, start on events and event list.
   Beta:
   - Finish settings if not completed in Alpha.
   - Define a class hierarchy for events.
   - Integrate Apple Maps API within the app.
   - Make a list that holds events and sorts them based on various metrics.
   - Implement a sorting mechanism as well as real-time refreshing.
   - Make system for organizations to create events as well as view data about them.
   - Create event backend database.
   - If time remains, start on creating the visual map generated by the list.
   Final:
   - Finish visual map if not completed in Beta.
   - Add pins that update in real time to the visual map for events which are colored based on event type.
   - Create a visual calendar for an easier way of seeing events.
   - Implement a login system using 3rd party APIs.
   Stretch:

- **Notification System -** Informs user of impending events, new events matching their preferences, and sponsored events.
- **Following System -** Users can pick and choose organizations to get notified of new or upcoming events.
- **Friend System** - Allows users to have friend's lists where they can view which events their friends are interested in and can invite their friends to go with them to events as well. Users could also form more personal groups based on friends they know like to attend certain types of events such as music festivals or sporting events.

9. **Game Teaching Aspects: N / A**