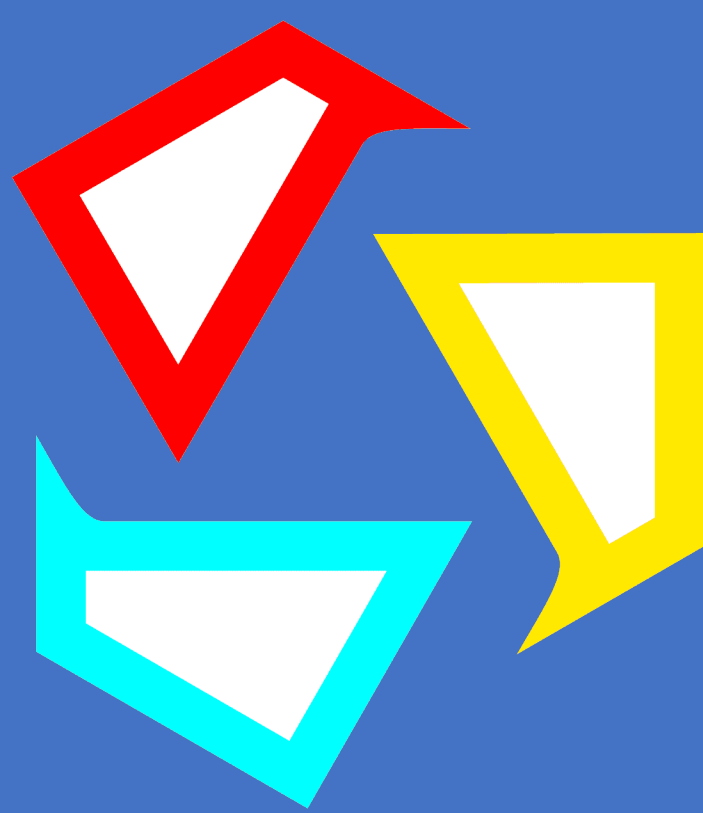# Company Outreach
COM S 309 Fall 2019

Project Description:
The main idea is an app that companies can use to organize outreach events for the community. They can organize events such as meetups, giveaways, charities, etc. They could also use the app to just push out information to their community base. They would have a login where they can manage these events and information from their end.

JSON Request JSON Response

Module Interfaces:
Subscription Service: allows for subscription linkages between companies and consumers. When a user has subscribed to a company, they will start to receive notifications about the company

Consumer Service: This service allows the user (consumer) to perform the operations available to them

Company Service: This service allows the company to perform the operations available to them.

Websockets: provides real time event creation updates to users who are subscribed to the company that created the event.

QRService: Allows for creation of qr codes. These will be placed at events and can be scanned to give the user points. These points can then be used to redeem prizes at the company store. Each user will have a separate point bank for each company and each company will have their own points store.

Prize Service: This is for companies to use in creation and viewing of their events or for users to use to see prizes and redeem them.

Paypal Service: This is for users to donate to the App or pay for a Company membership.

public HashMap<String, String> subscribe (String ownerpass, String companypass)

public HashMap<String, String> unsubscribe (String username, String cmpUserName)

public HashMap<String, String> createUser(Owner newUser)

public HashMap<String, String> createCompany(Company newcomp)

public Owner findOwnerByUsername(String username)

public HashMap<String, String> qrcode(Product codegen, HttpServletResponse response)

Design Decisions:
- Database of Companies and Users.
- WebSocket's for Live Event Notification
- User-Centered Design
- DB Table for Qr Codes (Company, Points, and ID)

User Interfaces:
- *Company Home*
  - Accessible through the company login
  - Make Event
    - Companies can make events by filling out events information
  - Make Prize
    - Companies can make prizes by filling prizes information
  - Make QR
    - Companies can make QR codes by filling the value of the QR codes
- *Event Goers Home*
  - Accessible through the users login
  - Event List
    - Allow users to see events of the companies they're subscribed to
  - Subscribe to Companies
    - Users pick which companies they want to follow
  - Points/Discount
    - Users can see their points and pick the company they want the discount for
  - Profile
    - Users can view their information
  - Shop
    - Users can pick prizes to redeem through their points

Users:
- Companies
- Events goers

Use Cases:
- Companies can create events, prizes and QR codes (Company Promotion)
- Event goers can follow specific companies, see the events of their followed companies, redeem QR codes, and purchase prizes (Free Prizes)

What went right:
- Working Complete Application
- Interaction between Frontend and Server
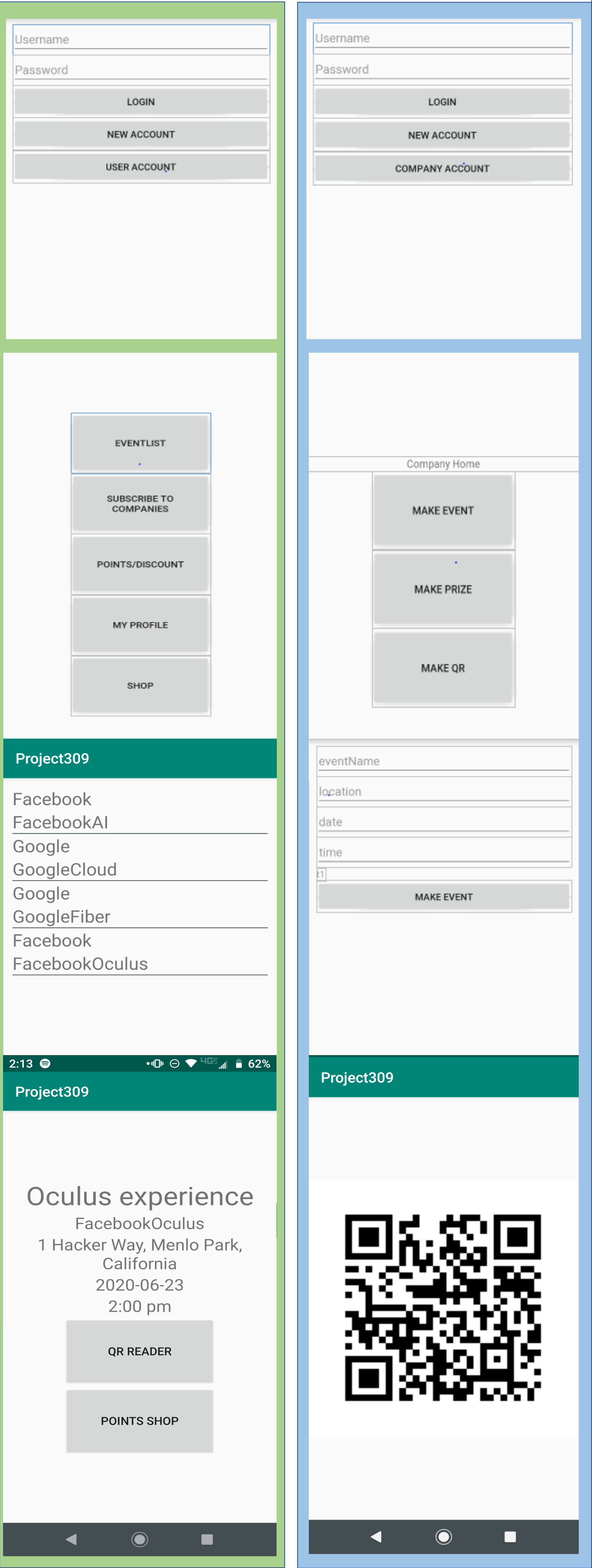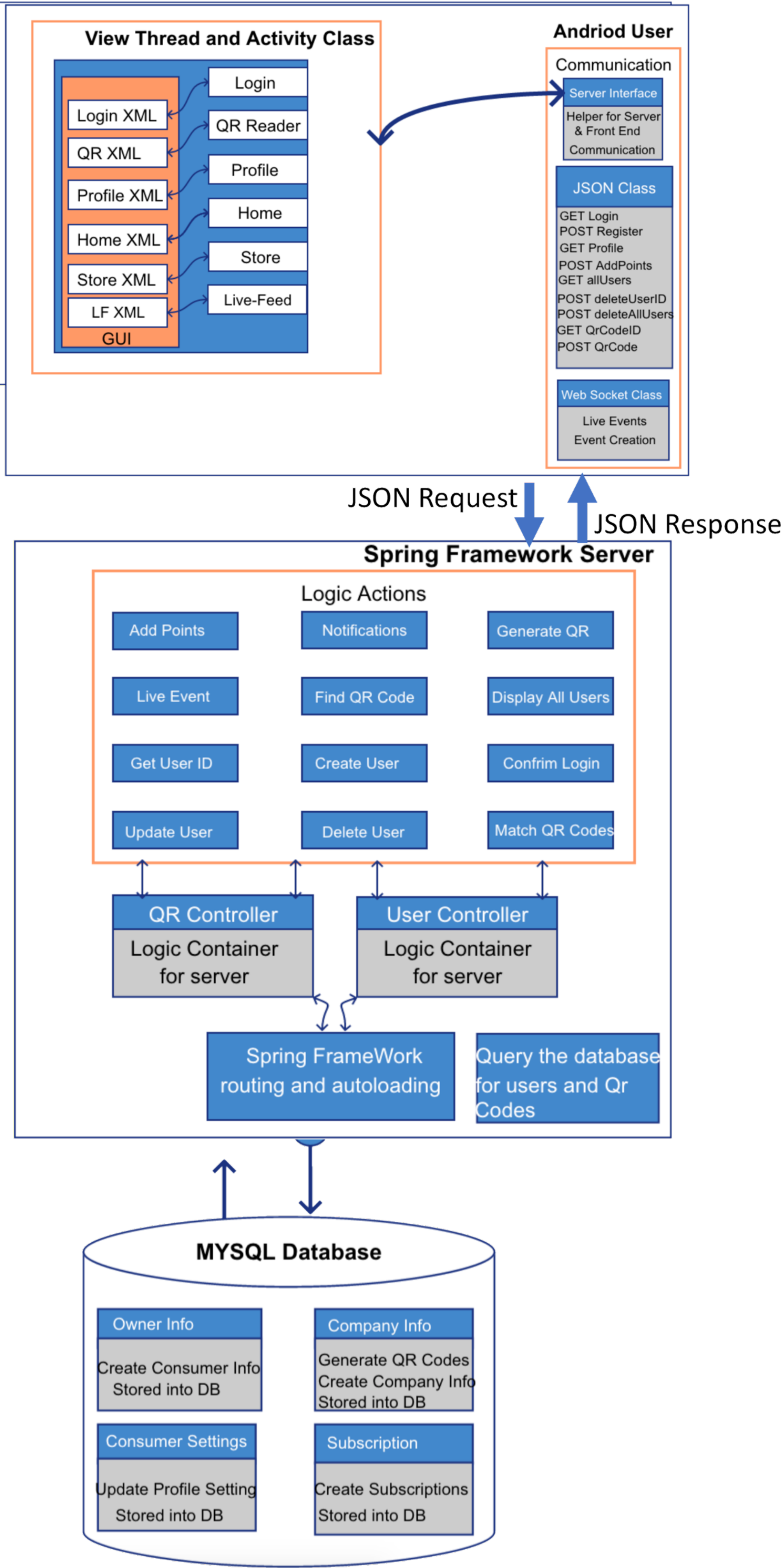
What went wrong:
- Git Repository was broken for a while.

Lessons Learned:
- How to use git, android studio, Spring Boot
- Communication/Team-Work
- Start Early
- Test Frontend & Backend together 2 days before Demo

Team Info:
Team SS

Clark Reimers-CPRE(Sr) – Middle Left

Kordell Schrock-SE(Soph) – Middle Right

Samuel Henley-SE(Jr) – Far Right

Anh To-CPRE(Sr) – Far Left