EventEDU

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Description Of Project

Introducing **EventEdu**, your ultimate ”social media” platform designed to connect users with diverse communities of interest and explore a myriad of exciting events. Harnessing the power of our intuitive friend system, you can effortlessly discover and join events and communities that align with your passions. But that’s not all – EventEdu empowers you to create and host your own events and communities, providing a seamless and user-friendly experience for all. Join us for a journey where connection meets convenience!

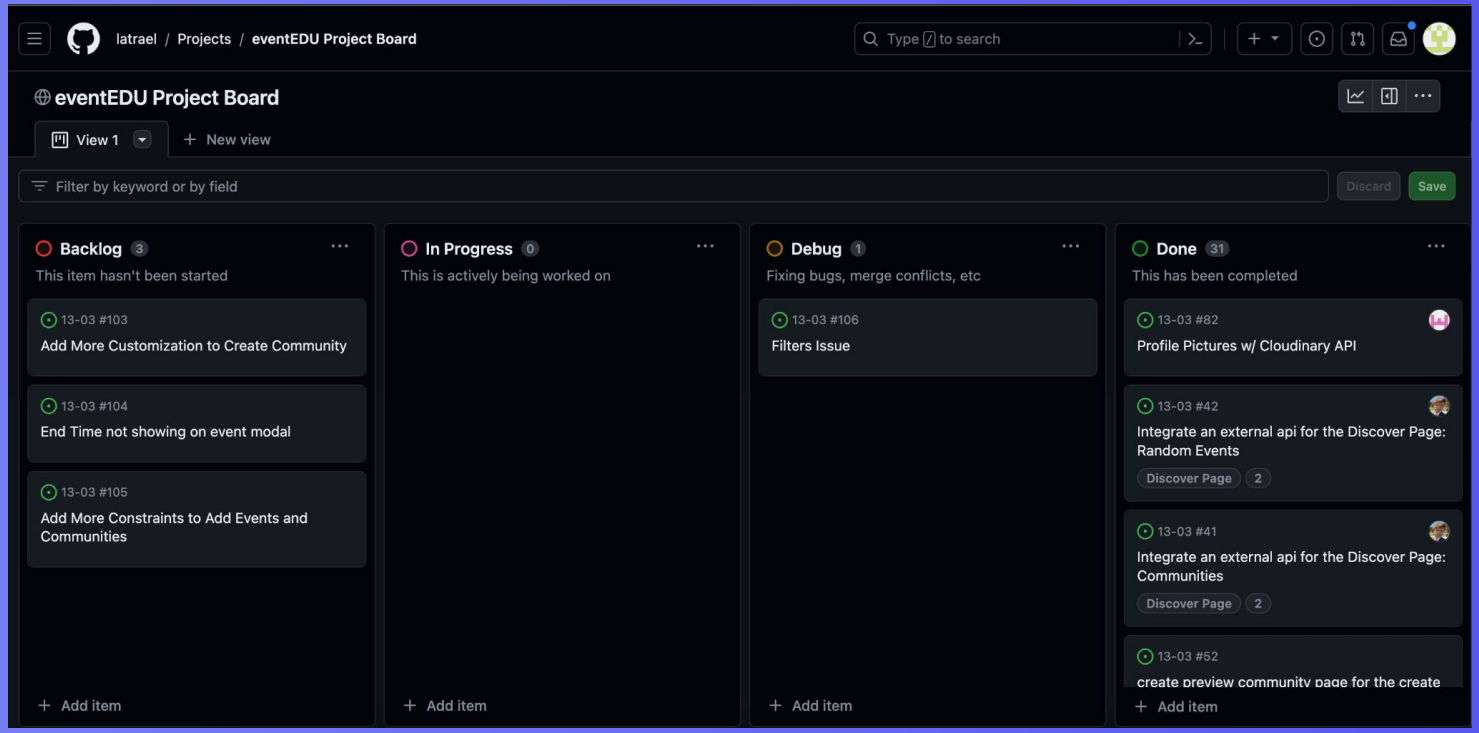
01.

All of Our Tools

Project Tracker - Github Projects

Rating: 4/5

We used a project board that contained ideas, issues and tasks that were assigned. The purpose of this was to be able to keep track of who was working on what to make sure the project was on pace. The methodology for the this would be Kanban.


latrael / Projects / eventEDU Project Board
Type / to search
eventEDU Project Board
View 1
New view
Filter by keyword or by field
Discard
Save
Backlog 3
This item hasn't been started
13-03 #103
Add More Customization to Create Community
13-03 #104
End Time not showing on event modal
13-03 #105
Add More Constraints to Add Events and Communities
Add item
In Progress 0
This is actively being worked on
Add item
Debug 1
Fixing bugs, merge conflicts, etc
13-03 #106
Filters Issue
Add item
Done 31
This has been completed
13-03 #82
Profile Pictures w/ Cloudinary API
13-03 #42
Integrate an external api for the Discover Page: Random Events
Discover Page 2
13-03 #41
Integrate an external api for the Discover Page: Communities
Discover Page 2
13-03 #52
Add item

IDE - Visual Studio Code

Rating: 5/5

Helpful IDE that we used to write and debug all of the code for the site. VSCode was extremely helpful with its syntax highlighting and telling us where we had small errors, also it was nice to have it organized in one place.

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VCS Repository - Github

Rating: 4/5

We used repository to store code for our project. Here we were able to peer review each other's code before it was merged into the main project branch

Database - PostgreSQL

Rating: 5/5

The purpose of using PostgreSQL was for us to have solid database system and a system where we can pull information from the database easily using queries

UI Tools - HTML, EJS and CSS

Rating: 4/5

Using these three tools we were able to structure the visual part of our project. HTML to structure the pages, CSS to make style changes to those pages and EJS to implement javascript functionality to the pages.

Javascript Framework - FullCalendar

Rating: 5/5

FullCalendar is a javascript framework that provides an interactive calendar that is fully customizable. We used it to parse and display the events with ease.

API - Cloudinary

Rating: 5/5

Cloudinary provides cloud-based image and video management services. We utilized this service to allow users to upload profile pictures to the cloud for display on their respective profile pages using a custom API key implemented on the back-end through Cloudinary's free tier subscription.

Deployment Environment

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Rating: 5/5

Azure enables businesses and developers to create, deploy, and manage applications across a global network of data centers, providing the agility and scalability needed for modern cloud-based solutions. We used Azure to host EventEdu on the web.

Application Server - NodeJS

Rating 4/5

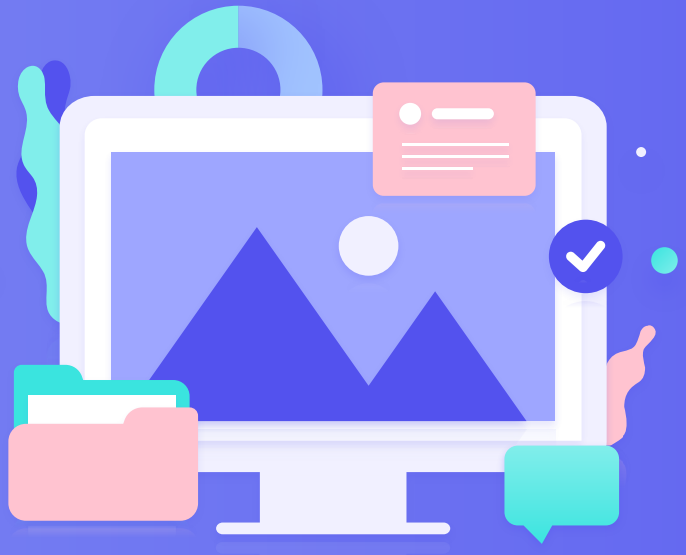
NodeJS is a JavaScript runtime environment that we used to implement our server-side application programming interface. This tool was essential for the functionality of our API calls as well as creating a server and listening to the connections on our local hosts for testing purposes

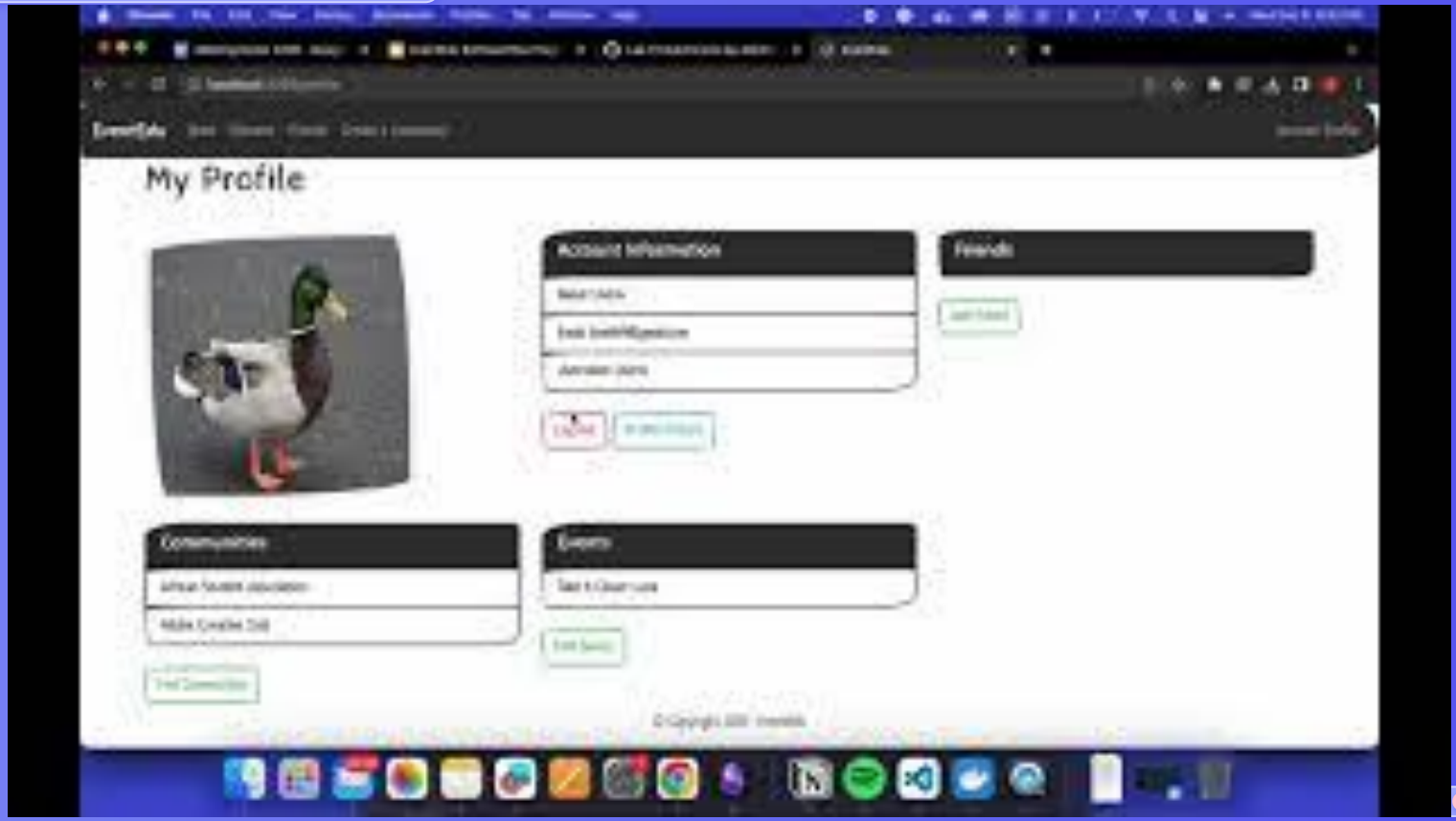

Client Side
Browser
HTTP Request
Response
HTML
Server Side
Front End
I. CSS
II. HTML
III. UI/UX
IV. Javascript
Back End
I. API Calls
II. Database
III. Node.JS
IV. Authentication
V. Authorization
DataBase
Create.sql
Insert.sql
External Services
Cloudinary
Architecture Diagram

Challenges

- Non-functional features
  - This was probably the most common challenge we had where features we attempted to implement would not be working as intended.
    - We were able to overcome these challenges by trial and error, debugging and help from on another
- Github Merge Conflicts
  - These were apparent when everyone was making big changes and there was as lack of review
    - We were able to overcome these by fixing said errors and then being very cautious with each new merge into the main branch

Live Demo!




My Profile
Account Information
Friends
Communities
Events

What We Would’ve Done

- Added More Constraints
  - We would have liked to limit what users can do more and allow admins to have more functions as well
- More Interactive Events
  - We wanted to add almost a forum feature to the events so people could ask questions and leave comments etc
- CSS
  - Adding more CSS to make the site look more coherent and professional to appeal to a larger audience
- Bug Fixing
  - There are some little issues that we couldn’t figure out that we would have liked to have been polished up for the final product

Thanks For Listening!

Do you have any questions?

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