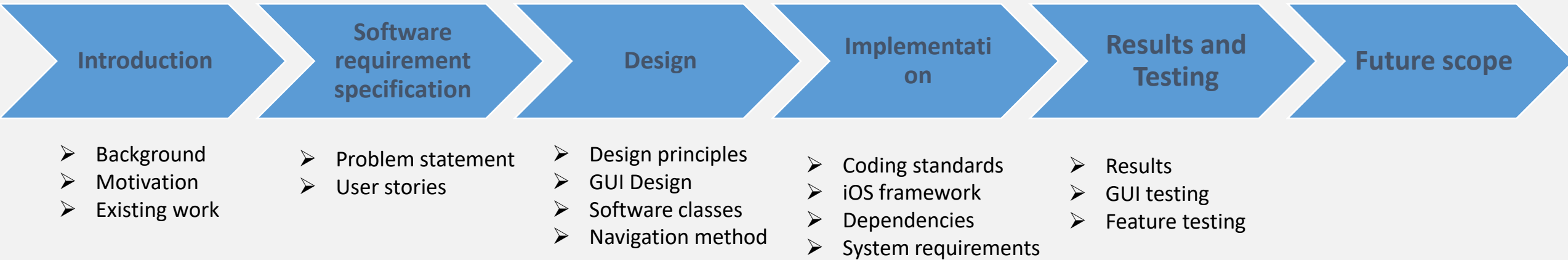

Birthday-Planner iOS application for managing and coordinating birthday events and reminders

iOS application development (CSE 4083)

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First presentation

Final presentation

Deliverable

Introduction

- The impact of hectic lifestyles on remembering and celebrating birthdays thoughtfully is **challenging**.
- The **aim** of the project is to create an intuitive and user-friendly Birthday-Planner iOS application that simplifies the process of planning and coordinating birthday events, encouraging meaningful and well-organized celebrations
- The **proposed methodology** encompasses employing the Model-View-Controller pattern, adhering to software engineering principles, with rigorous testing to efficiently manage and celebrate birthdays.
- The **value proposition** is that our app provides a seamless and user-friendly solution to effortlessly manage birthdays, ensuring timely reminders and personalized planning.
- **Expected outcome** is a user-friendly Birthday-Planner iOS application, adept at addressing the challenges of efficient birthday organization, thus enhancing personal connections.
- The work is **aligned** to enhancing the joy of birthday celebrations.



Software requirements specification

Problem statement

- Busy lifestyles
- Inadequate planning
- Forgetting special occasions
- Impact on relationships
- Creating memorable moments

User stories

- *Persona*: Everyday Celebrator
- *Need*: Effortless Birthday Engagement
- *Purpose*: As an everyday celebrator, I want a simple tool that allows me to easily add and save upcoming birthdays, ensuring I never miss wishing my relatives and friends on their special days. Timely reminders are essential to prompt me, as I often get caught up in daily routines. Viewing a calendar with highlighted birthdays allows me to plan my schedule effectively, ensuring I can spread joy and well wishes to my loved ones consistently.

Design

➤ Design principles

- User Centric design
- Simplicity
- Observer Design Pattern(Notifications)

➤ GUI Design

- Native iOS app theme.
- DatePicker, TextFields Widgets.

➤ Software classes

- UINotifications class
- AppDelegate class for managing persistent context.
- User class
- Birthday class

➤ Navigation method

- Navigation Controller

Implementation strategy

➤ Coding standards

- Conforms to Swift Style guide.
- Camel casing.
- No semicolons.
- Max line width is 100 characters.

➤ Dependencies.

- Fully Native application, no external dependencies, apart from Xcode 14 and having an Apple device.

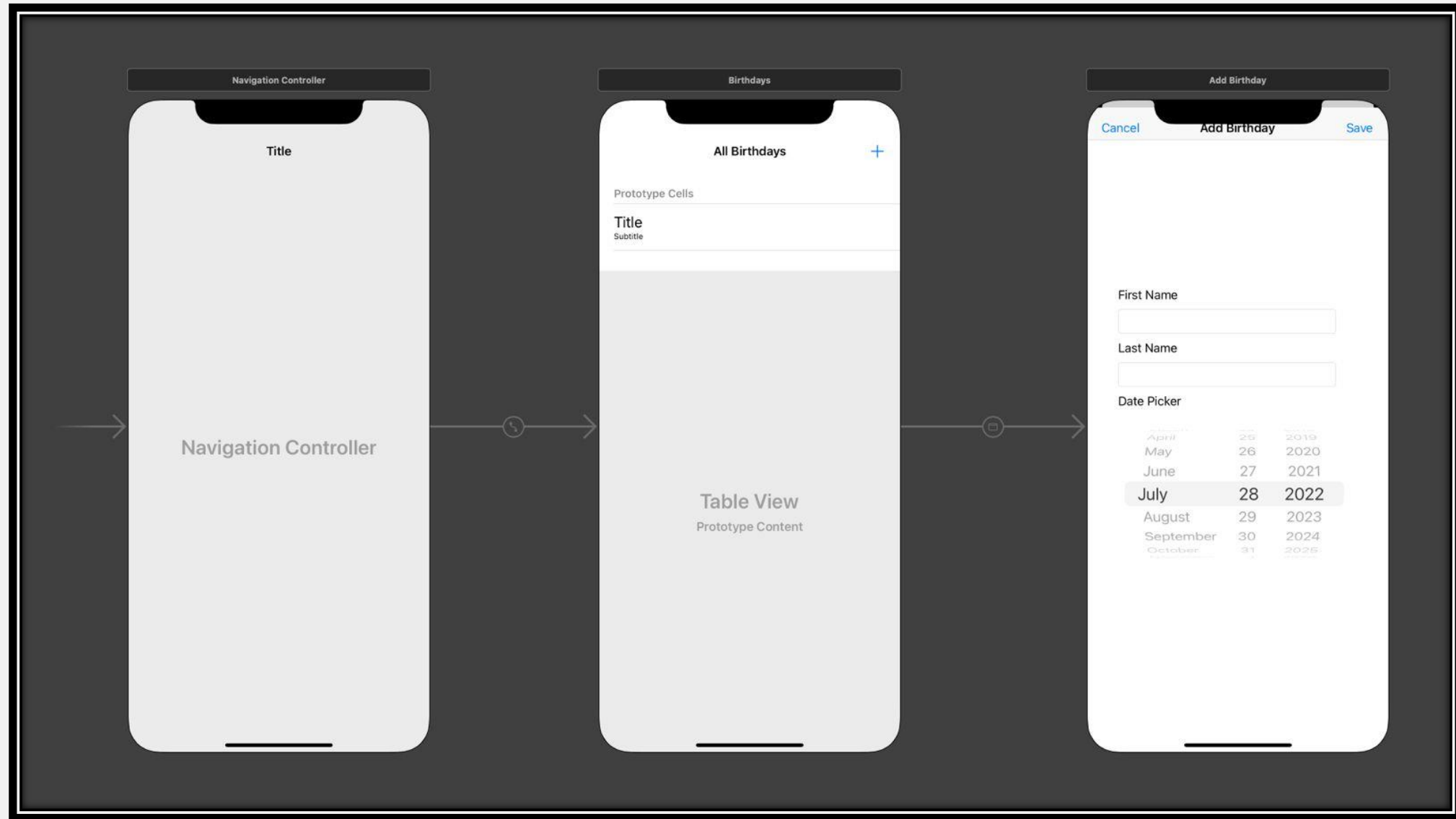
➤ Software engineering principles followed

- SDLC flowchart followed.
- Feasibility Study → Design → Code → Testing → Deployment
- Abstraction, Encapsulation.
- DRY – Don't Repeat Yourself principle.

➤ System requirements

- Apple MacBook or desktop computer with 8 GB RAM and 200GB hard disk with a high-resolution display for app development and either the iPad or mobile device for app deployment.

Results



Testing

➤ GUI testing

- Checking constraints:
 - Whether works on all screen sizes.
 - Whether works on different orientations.
 - Making sure there's no skew or glitches.
- Whether proper CTA (Call to Action) buttons have been enforced.

➤ Features testing:

- Whether logic works as intended.
- Edge cases and boundary values taken into consideration
 - No First Name
 - No last name
- Whether data is persistent across multiple sessions.
- Whether notifications are triggered correctly and at the right time, in the correct timezone.

Dissemination

To the scientific community: To facilitate remembering the birthdays of close ones, not just applicable to the scientific community but to everyone across the globe, the scope is massive.

Publicizing: By using the MAHE innovation center and the Ministry of Education's help, we can make this project widespread, by adding many other features in the long run.

Target community audience: Everyone in the world can use our app, there is no restriction whatsoever, just an iPhone is needed.

IP (Intellectual Property): Our project has been implemented from scratch and using native iOS libraries. We have not applied for any license however we do plan on making part of our app open-source.

Commercialization: We can use a freemium model, where only some features are available for free, for accessing all features, the user must pay a small fee.

TRL(Technology Readiness Level) achieved: Level 4: We have almost built a prototype, which hasn't been tested in a relevant environment.

Conclusion and future scope

- Not just birthdays, this can be extended to all kinds of events like marriages or dinners.
- Scheduling meets during these events, an end-to-end system for managing all aspects of events, for example, number of people attending, available caterers, number of people sharing the same birthday, etc.
- Connecting to Firebase for push notifications.
- Migrating to a database instead of using persistent context. A No-SQL database works best.
- Adding proper versioning to the app.
- Streamlining development workflow, using CI/CD techniques.
- Improving the UI.

**From simple wishes to celebrations grand,
spread happiness across the land.**

References

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