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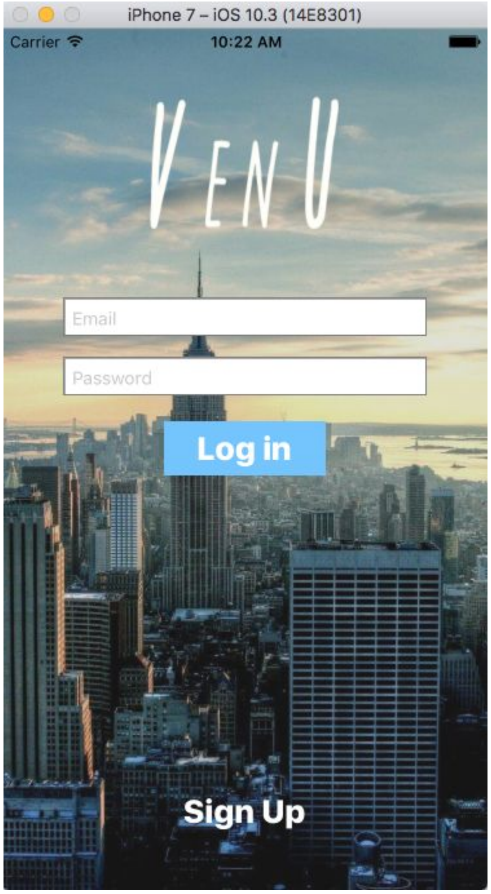
CIS 357
Fall 2017

Final Project: VenU

Project description:

This semester we thought it would be interesting to create a standalone event management app with a twist. We wanted to create an incentive for people to get out more and we believe that VenU is a good solution to that problem.

VenU allows users to login to a dashboard of locally hosted public events that are incentivized with the hosting venues' coupons and deals. We added this feature so that restaurants and businesses hosting the events can 'fight' for more customers - more deals equals more people coming into their their doors. Users are able to learn about, view, and share these events with Twitter and Facebook followers. They are also able to host their own events, public or private, which gives equal access to both businesses and casual users.



Base Requirements:

- The application must have a fully functional and well-designed foreground user interface. iOS apps should adhere to Apple's iOS human interface guidelines.
    - Our app puts users first, lets them dictate the app. We have a very simple event dashboard as soon as the user logins in with his or her information. We thought that a dashboard as the user opens the app would be the most well-designed and easiest-on-the-eye interface that we could implement.
- The application must persist data between user sessions via local storage on the device, or via web services.
    - The users create an account, which is stored in firebase. When launching the app again, they can use that same email and password to get back into the app. We also persist data when we load the dashboard. All of the entries are loaded from Firebase dynamically.
- Application must consist of more than one screen. Data must be passed to and/or from at least one other screen.
    - We have an add event screen that creates an event object. Upon returning to our main dashboard we have that new event object saved to firebase, and it refreshes the feed all through Firebase.
- Your application must have at least scene with a scrollable list of items.
    - Our events dashboard is a UITableView, that is a scrollable list of items. You can tap an item in the list, and the details will come up for that event. This is our main screen in the application.
- The application must be stable and not crash when used.
    - Our App does not crash when used. We handle any actions where errors may be thrown for the optimal user experience.

Mobile Backend Integration Requirements:
Your application must integrate with Google's Firebase platform to persist data in the cloud. You may optionally use Firebase to do user authentication as well.

- We have used Firebase for persisting data in the cloud, which holds our event objects. Also, we used Firebase authentication to create users and have a fully functional user login.

Network Integration Requirements:
Integrate with a popular social media platform using the iOS Social Framework or equivalent frameworks for Android.

- Our app lets you "Share" on facebook or twitter. The user in the details portion can click the "draft" button and it will pull up a menu asking for either Twitter, Facebook, or Cancel.

Advanced Platform Integration Requirement

Support a status bar notification via a background service that launches your app when acted upon by the user.

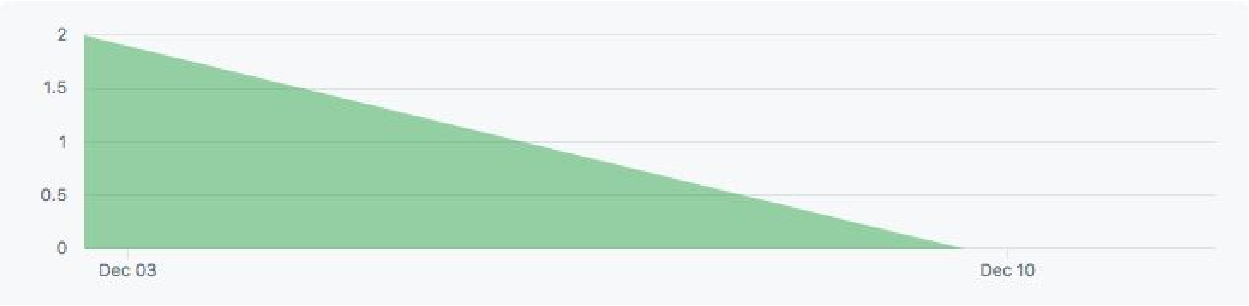
- Our app sends a status bar notification when an event is coming up

Support a non-trivial[1] location aware feature.

- Our app lets the user look for events based on a location radius around the user's current position. The user can increase or decrease this radius in the settings screen. One odd thing to note is that for some reason, the user's location pinging only pings some of the time. We tried debugging this but it seems to be an issue with the Xcode simulator.

VenU Analytics

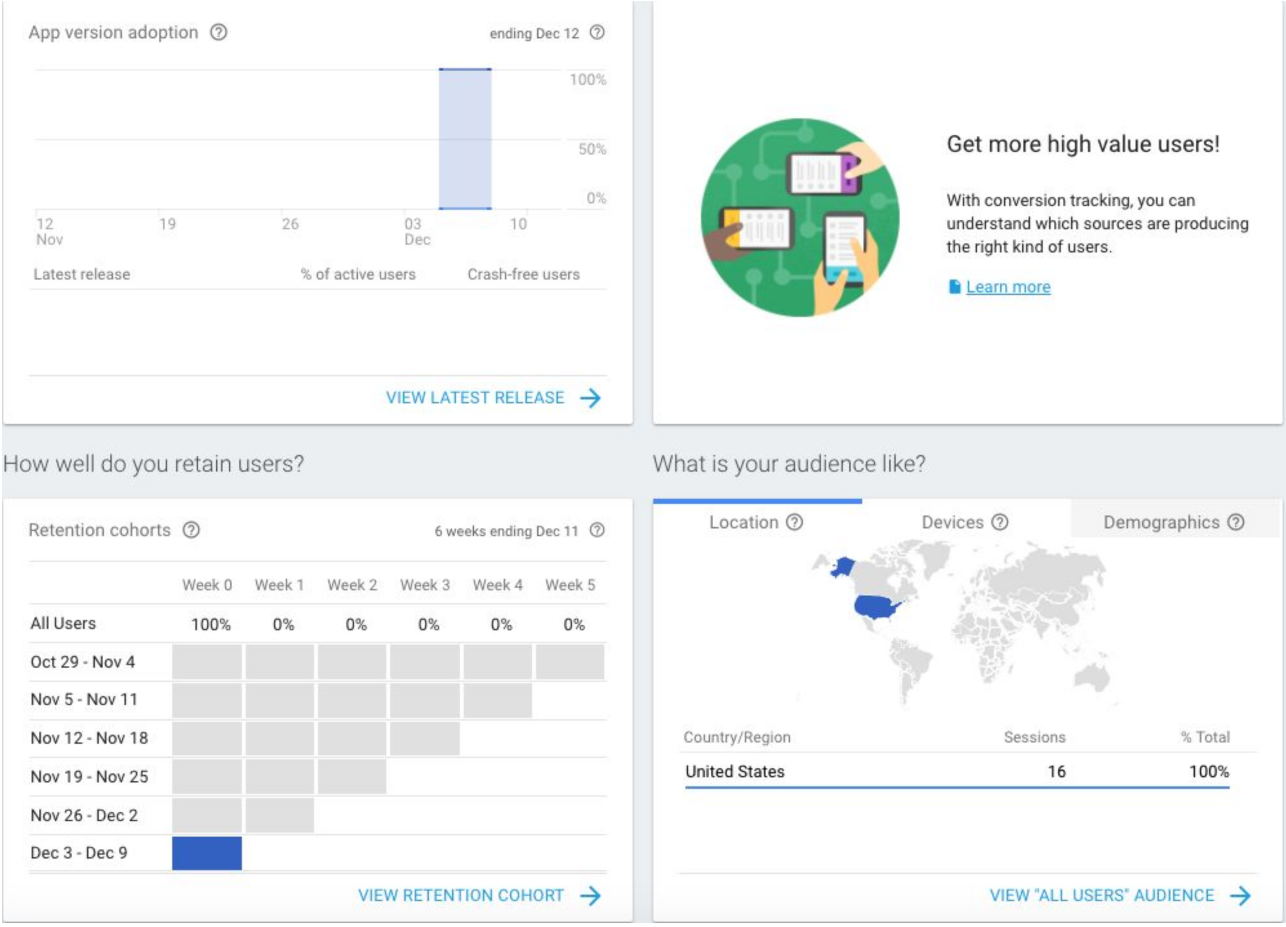
GitHub contributor chart:



After running into quite a bit of GitHub pushing issues, we decided to create a new GitHub repository every time we wanted to push something. This was inconvenient and our chart looks deplorable, yes, but in the end we didn't lose any more code.

[1]

Firebase Analytics:



App version adoption ⓘ

ending Dec 12 ⓘ

Latest release	% of active users	Crash-free users

VIEW LATEST RELEASE →

Get more high value users!

With conversion tracking, you can understand which sources are producing the right kind of users.

Learn more

How well do you retain users?

Retention cohorts ⓘ

6 weeks ending Dec 11 ⓘ

	Week 0	Week 1	Week 2	Week 3	Week 4	Week 5
All Users	100%	0%	0%	0%	0%	0%
Oct 29 - Nov 4	▨	▨	▨	▨	▨	▨
Nov 5 - Nov 11	▨	▨	▨	▨	▨	
Nov 12 - Nov 18	▨	▨	▨	▨		
Nov 19 - Nov 25	▨	▨	▨			
Nov 26 - Dec 2	▨	▨				
Dec 3 - Dec 9	■					

VIEW RETENTION COHORT →

What is your audience like?

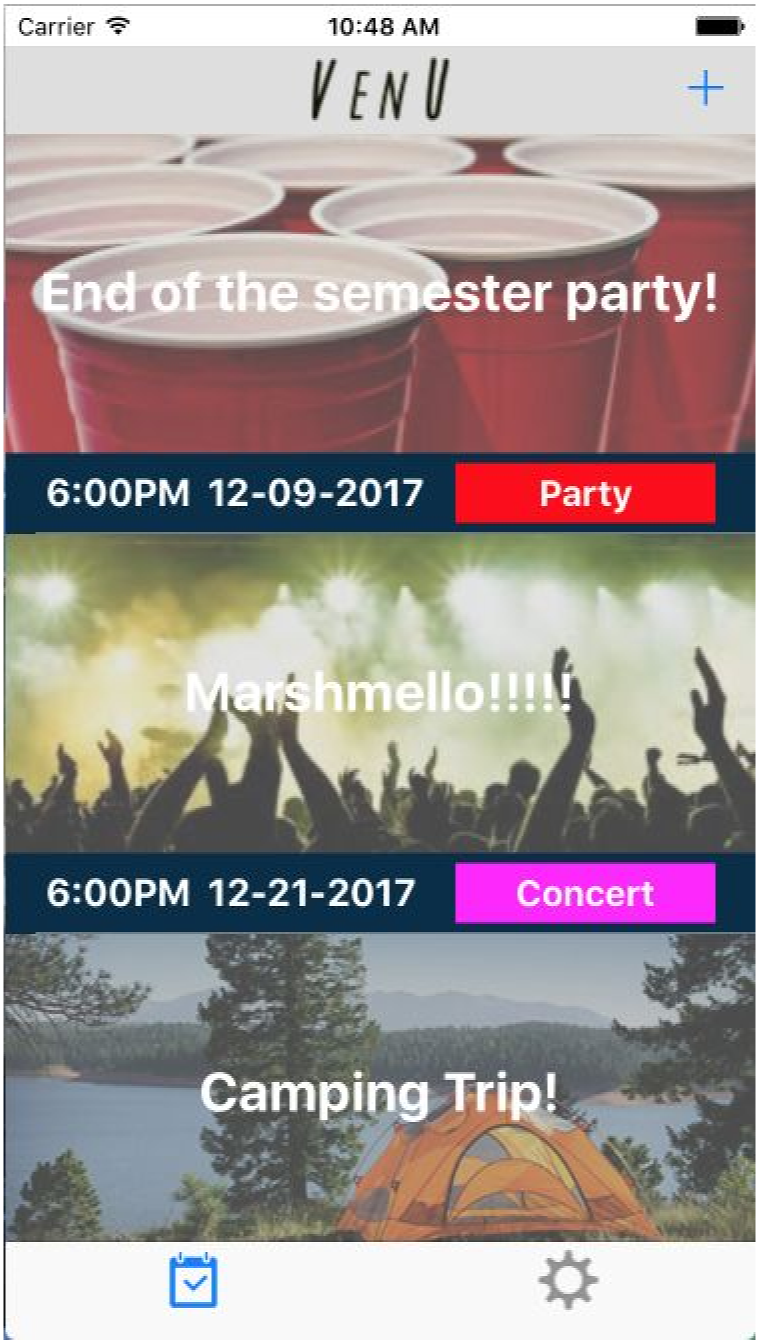
Location ⓘ Devices ⓘ Demographics ⓘ

Country/Region	Sessions	% Total
United States	16	100%

VIEW "ALL USERS" AUDIENCE →

Application Screenshots

Dashboard:



End of the semester party!

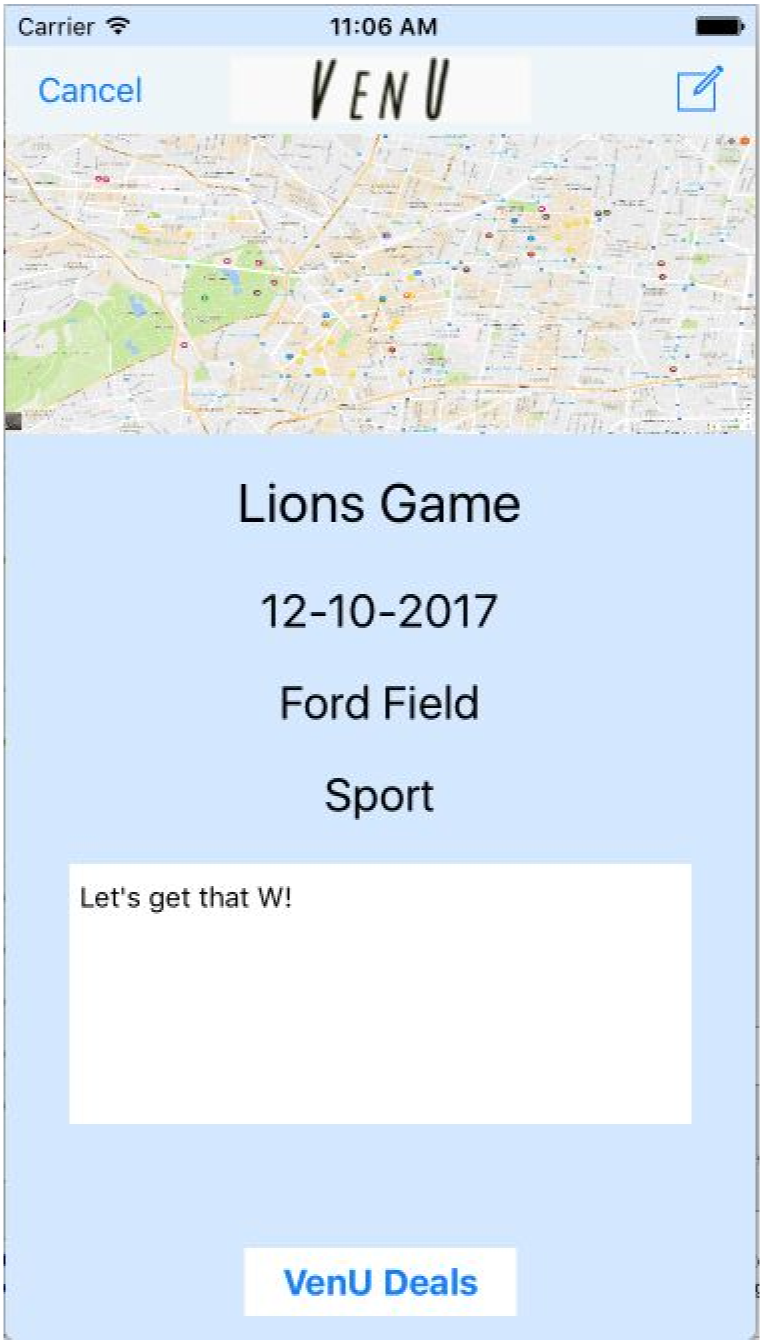
6:00PM 12-09-2017 Party

Marshmello!!!!!

6:00PM 12-21-2017 Concert

Camping Trip!

Event Details:



Lions Game

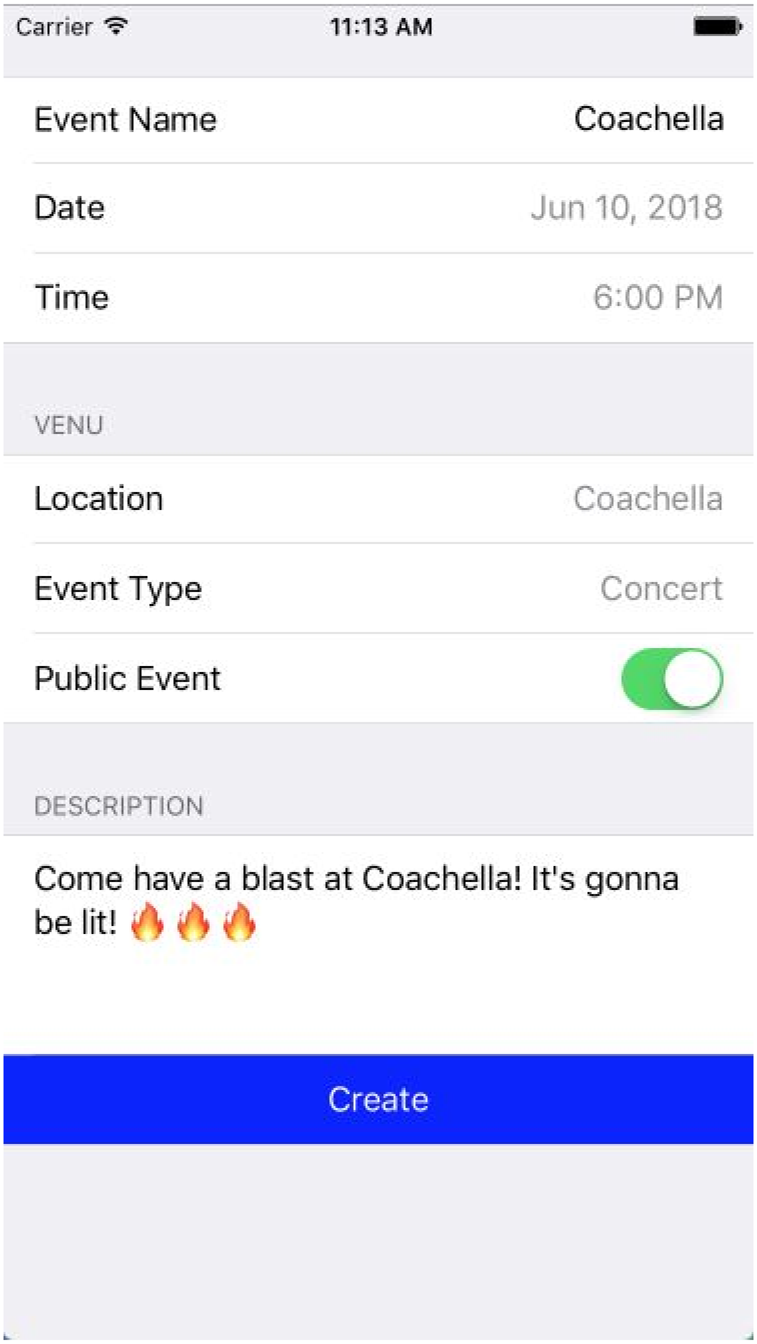
12-10-2017

Ford Field

Sport

Let's get that W!

Add Event:



Event Name	Coachella
Date	Jun 10, 2018
Time	6:00 PM

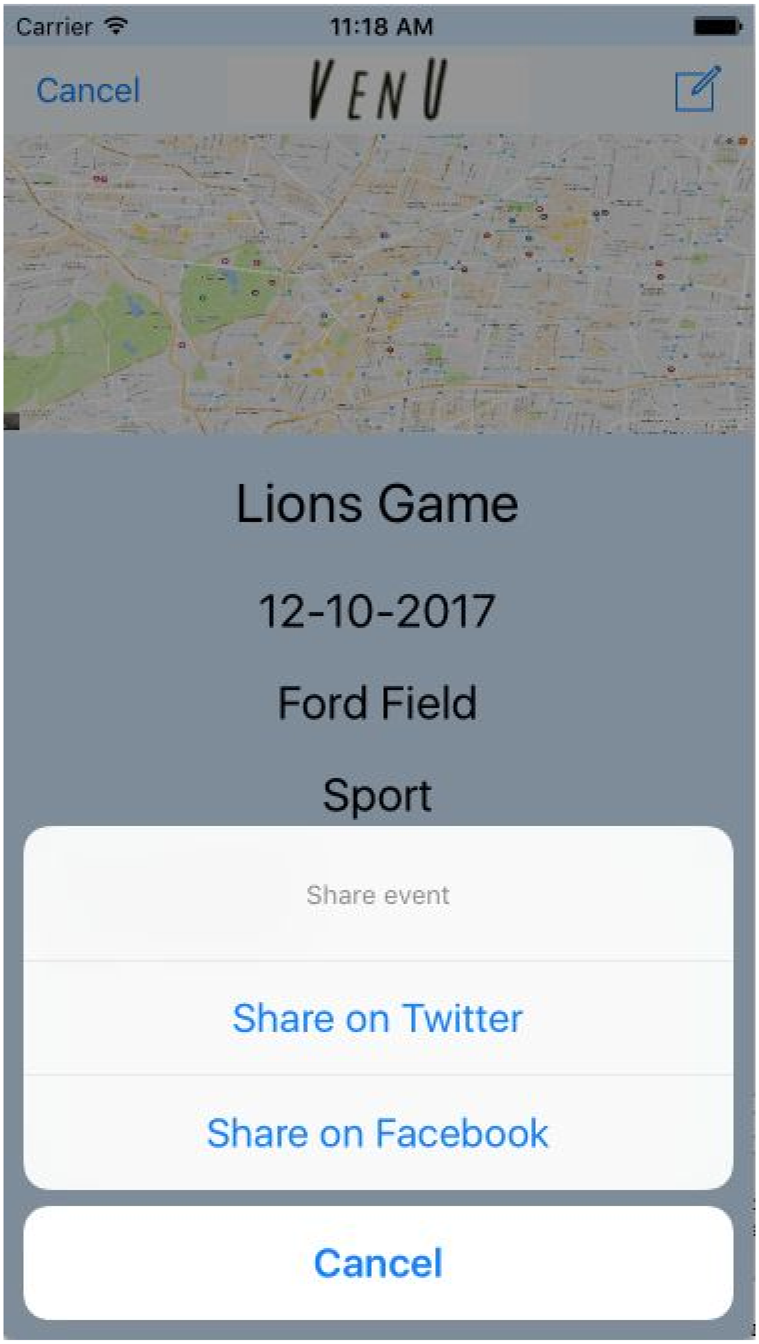
VENU

Location	Coachella
Event Type	Concert
Public Event	●

DESCRIPTION

Come have a blast at Coachella! It's gonna be lit! 🔥🔥🔥

Post to Social Media:



Lions Game

12-10-2017

Ford Field

Sport

Share event