

# App Idea and Data structure

**Course:** *mtm\_03-1-software-development-basics*

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**Assignment:** *App idea and Data Structure*

## App Idea: *Connection*

**Idea:** make it more efficient to cultivate meaningful connections at social gatherings

**Why:** In most cases people attend social gatherings with certain intentions and goals in mind, e.g. I want to talk to people from the tech field since I am thinking about shifting my career or I want to find friends to play paddle with. However, it can be hard to meet the right people at a gathering and then talk about topics that get you closer to your goal or intention. Very often this is simply based on luck or randomness. This process can be more efficient, if people declare their intentions beforehand and are matched to people that share them. This is what *Connection* is all about!

**Applications:** any kind of social gathering from networking events to house parties, to conferences and anything in between

**How does it work in practise:** Users can register and host events. Users can have permanent intention and add specific intentions for specific events they want to attend. To register for an event, users sign up by stating their intention for the event. Then attendees can either browse to find matching intentions with other attendees.

## Data Structure

User

- id
- name
- email
- email\_verified\_at
- password
- 'remember\_token'
- age
- link

Event:

- id
- title
- description
- scheduled\_at
- location
- user\_id

Intention:

- id
- intention\_text
- is\_permanent
- timestamp
- category

Relations:

- User hasMany Events (as host)
- User hasMany Intentions (as participant)
- An Intention belongsTo a User (participant)
- An Intention belongsTo an Event (as event)
- An Event belongsTo a User (organiser)