Event Manager App

For the University

Overview:

We welcome the opportunity to make event management application for the Lakehead University. For the ease of students and the event organisers to make the event successful by making it more public and allowing potential students to participate or attend the fun and interesting event.

Our Process:

Discovery: We communicated with the event organizers and asked what problems do they face when organize any event. The most difficult thing they felt to do was to make everyone know about the event they have organized because putting banners on everywhere in the campus was a tedious task.

Features and Architecture: Here, I have created two sides where one is the user side (for students and other university related staff) and an admin side (organizers).

Design: As it is said first impression is the last impression I have focussed on the design and user interface so that it looks good to the user. And so, the user likes to use it.

Development: In the development process I have used the Kotlin as the base language and implemented google firebase framework for the authentication and the database connection.

Approach to meet requirements:

The application will help the organisers from walking around the campus and find places to stick the banners to easily adding the event to the application from their side. For the students who don't have the application some banners could still be displayed on the campus walls of the most visited places by the students such as cafeteria, agora and the library.

Along side the application will help the students to get notified easily because for students its difficult to

In order to meet the requirements and making the task easier we have the following components:

1. USER SIDE
2. ADMIN SIDE
3. BACKEND

The backend will need to have all the information about all the events because it will send the reminders to the registered users and provide all the details. For the admin side they can add, edit and delete the event according to the changes that happen to exist before the event and after editing in the app it will send the reminder again for the changes that just made.

In the user side it will show all the details of the events and the existing events and user profile.

I have created the flow chart below for you to have a better idea about the application.
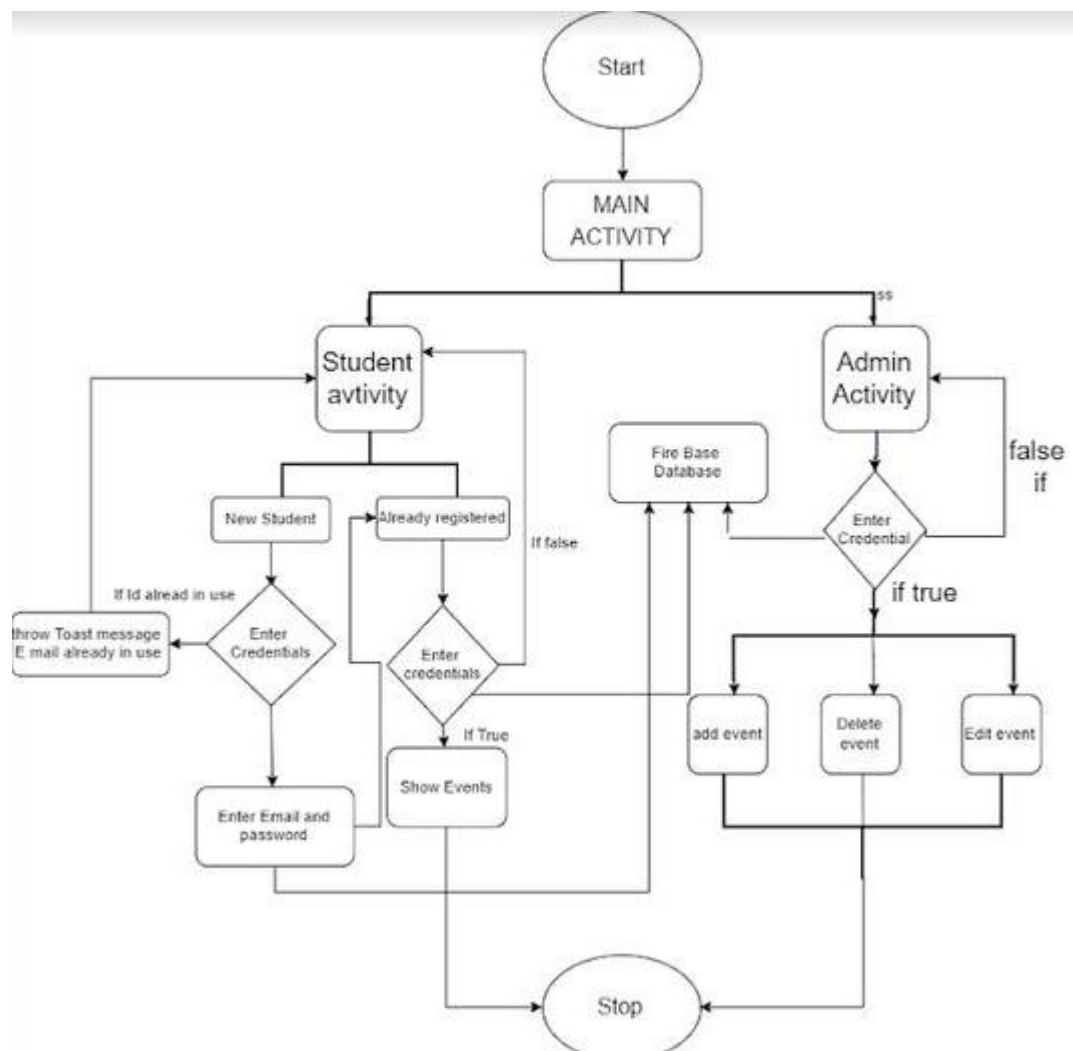
The mobile app will have the following screens:

1. **Registration page:** Here, it will require the email id to get registered if the email address entered is already in use than it will give a toast message that the email is already in use.

2. **Login Page:** Here, the already registered user can login directly and go to the main page where he/she can check the event details.

3. **List of Events page:** This page will display all the available events.

4. **Event Page:** This page will display details of the particular event. The details will include ticket, date, organiser names etc.

5. **Reminder Notification page:** This page will show the notifications regarding all the edits and the upcoming events that have been added.

6. Throws the toast message if the credentials used to register are already in use.

Timeline:

Total Number of Weeks

- Coding: 46%
- Backend Connectivity: 31%
- Design: 15%
- Testing: 8%