

PlanR Screen Sketches

COM S 309
Section 2
Group TZ-9

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Overview

The app that Group TZ-9 is developing is called PlanR, an app that is meant to ease the event planning process by having events easily accessible to a network of users. The app will also include an option for businesses, where an organization can register their workers, involving Manager and Employee Roles. Furthermore, the Manager role is similar to that of an Event Planner with additional permissions. Lastly, there will be admin on staff for the app who have special permissions.

Use Cases

Users have the following abilities:

1. View Public events
2. View Friends Events
3. Use Friends List (adding, viewing, editing)
4. Create an Event
5. Use Chat function for friends

Event Planner:

1. Able to modify events that they are owner of.
2. Have all abilities as a normal User.
3. Be able to invite users to an event.

Employee:

1. Has the same abilities as a normal user.
2. Able to register as an employee of a registered company.
3. Be “bound” to a Manager in a company
4. Able to view company events.
5. **NOT** able to create an event (Managers are able to create company events).

Manager:

1. Has the same abilities as a normal user.
2. Has the same abilities as Event Planner (for events that they've created).
3. Invite people who are hierarchically higher than the manager.
4. Force Employees under the Manager to be registered for an event.

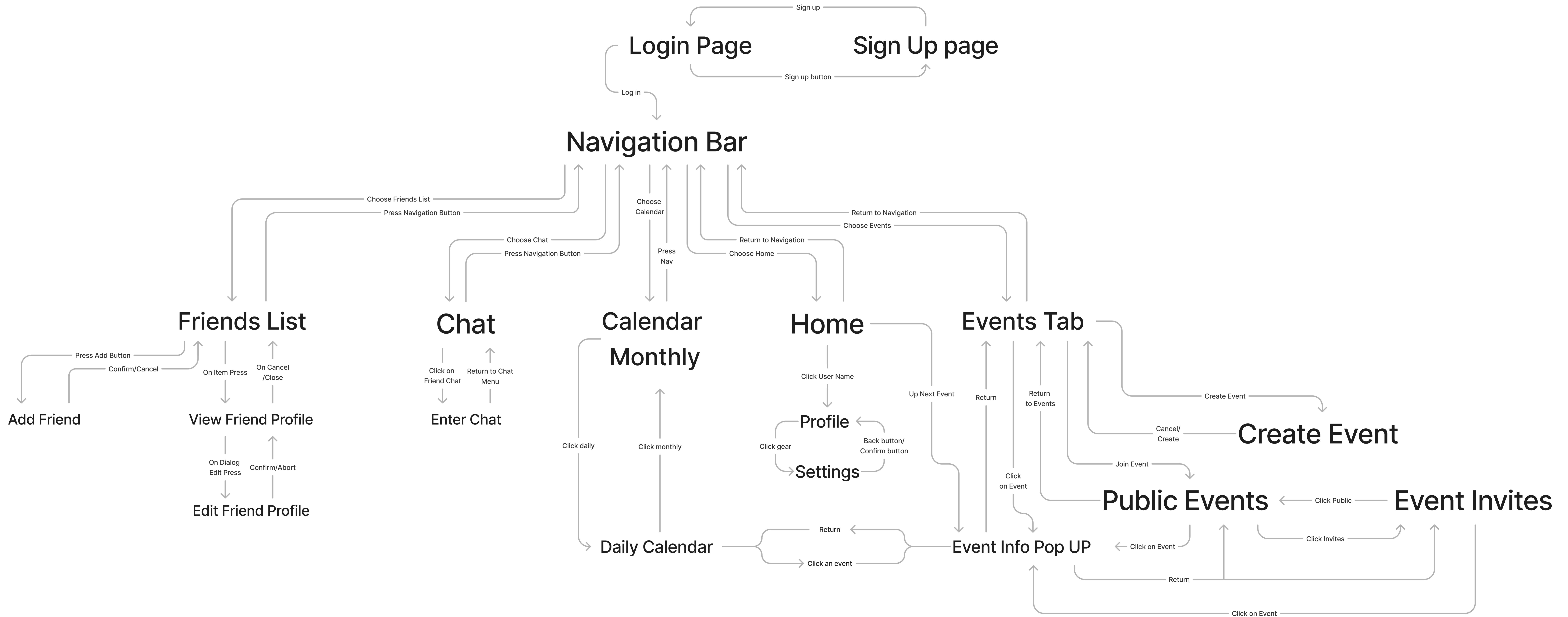
Admin:

1. View, modify, and delete ALL events
2. Flag events for potential Violations.

Non-Functional Requirements

1. Loading times for getting chats, friends, and events do not exceed ~5-10 seconds.
2. Reliable service, with servers not being offline for longer than an hour at most.
3. Responsive elements and navigation, loading new screens in <1.5 seconds.
4. Have a database scalable for storage of users, events, organizations, and chat logs.

Screen Flow Diagram



Screen Sketches



Name: Login Screen

Developed by: Zach Rapoza

Purpose: Place to login and access the app

Loading Event: This tab opens when you open the app and try to sign in, it also is called right after you sign up

Interface Items:

1. Email → This is the text box you use to enter your email address
2. Password → Text box for you to enter your account password
3. Login → This button takes you to the home page, if your info is correct

4. Sign Up → This button takes you the the registration/signup page to create an account

com.example.plannr.SignupActivity

1. First Name _____

2. Last Name _____

3. Password _____

4. re-enter password _____

5. Email _____

6. CREATE ACCOUNT

Name: Registration/sign up page

Developed by: Zach Rapoza

Purpose: Page for you to use to create your account with your designated information.

Loading Event: This page opens when you click the sign up button on the login page.

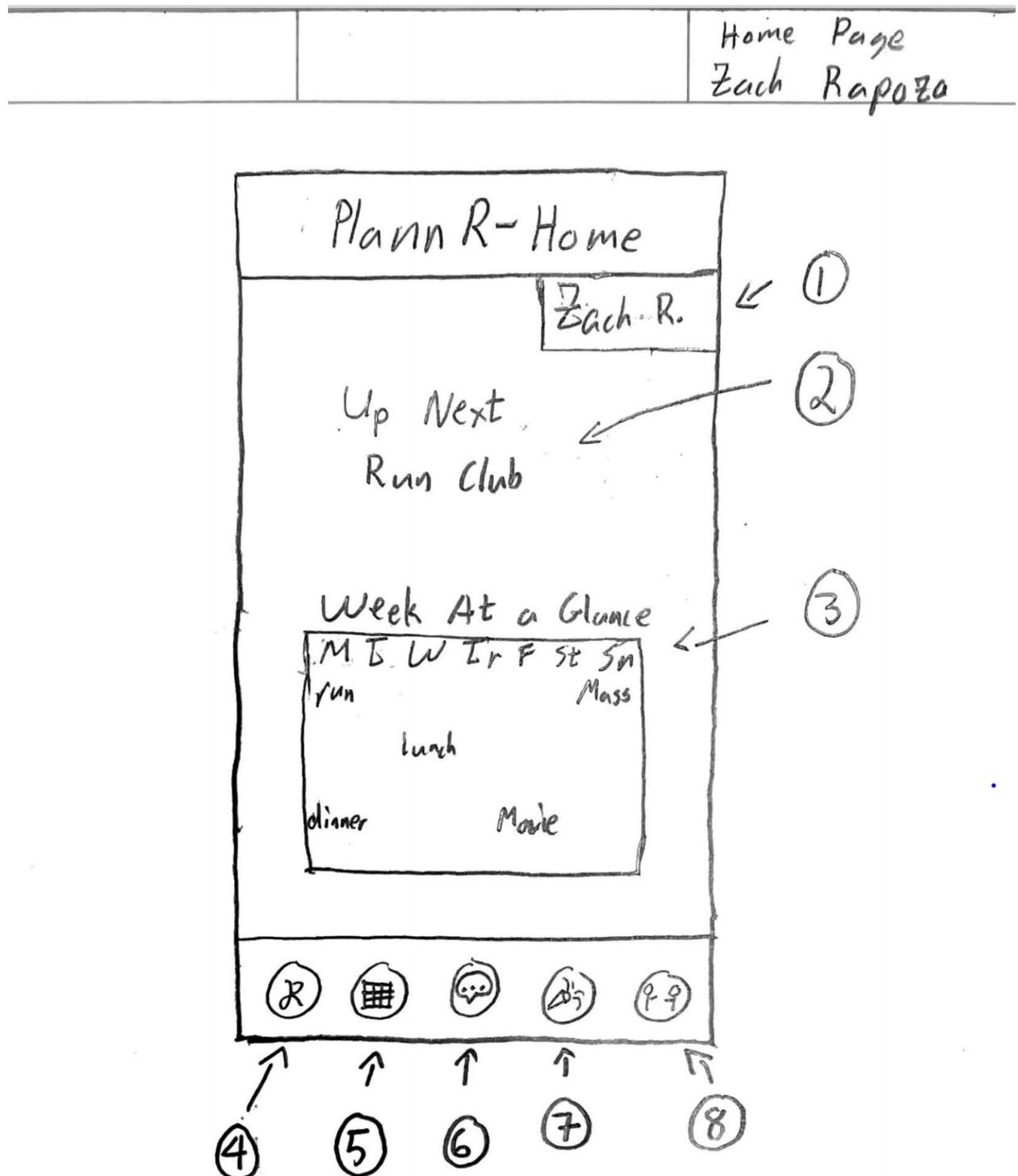
Interface Items:

1 & 2. Name → These boxes take your first and last name designated by the box.

3 & 4. Password → These boxes are for your password and to verify your password.

5. Email → This box is for the email you would like to link to your account.

6. Create Account → This button creates your account and takes you to the login page for you to sign in.



Name: Home Screen

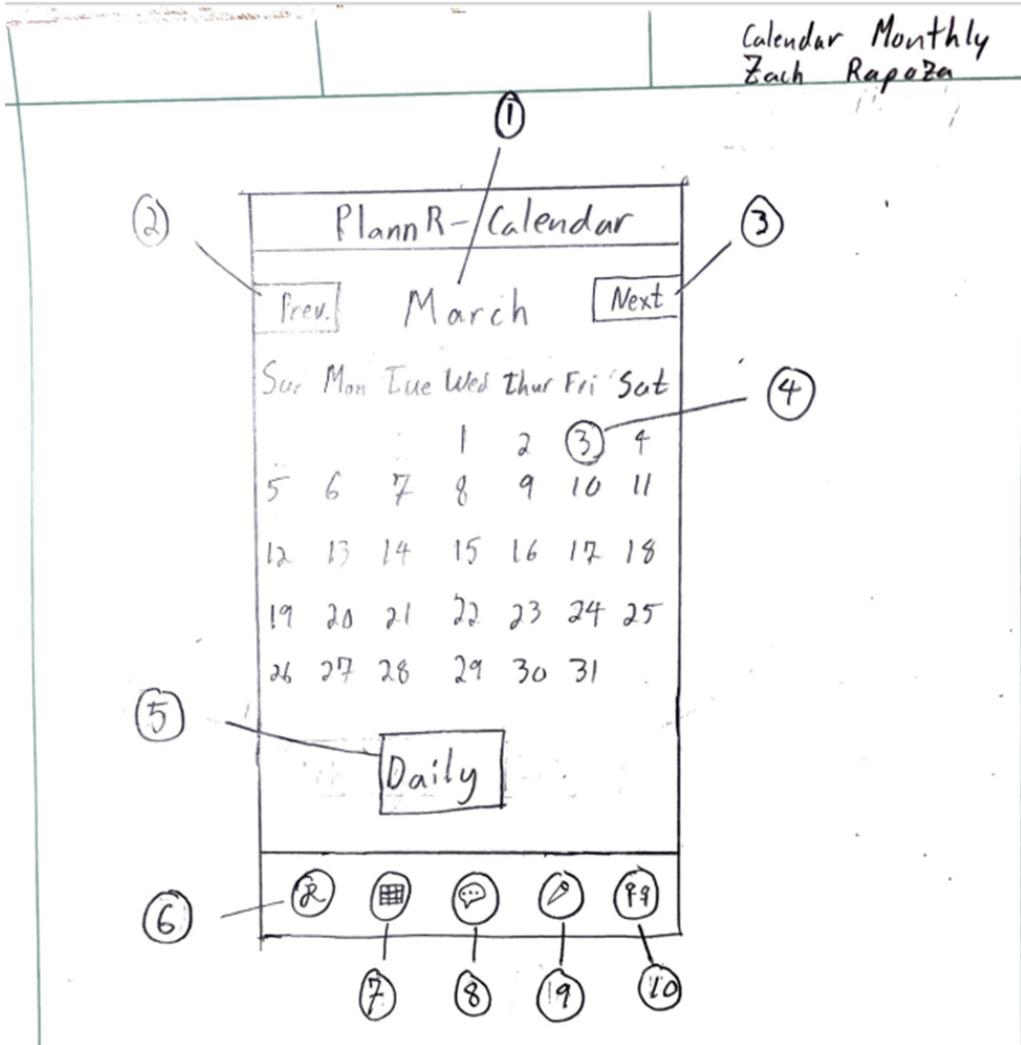
Developed by: Zach Rapoza

Purpose: To give the user a summary of their upcoming events

Loading Event: This screen appears immediately after login in on the app. It can also be reached by clicking on its icon in the navigation bar.

Interface Items:

1. Zach R → This button displays the current user, and by clicking on it, it will take you to the profile/settings page.
2. Upcoming Events → This screen displays the next event on your schedule, and if you click on the event it will expand to show the events information.
3. Week at a Glance → This screen displays what days you have events this week.
4. Home → This button takes you to the homepage of the PlannR app.
5. Calendar → This button is the calendar button and clicking on it takes you to the monthly calendar.
6. Chat → This button takes you to the chat page of the app.
7. Events → This takes you to the events list.
8. Friends → This button takes you to your friends list.



Name: Monthly Calendar

Developed by: Zach Rapoza

Purpose: Shows the month

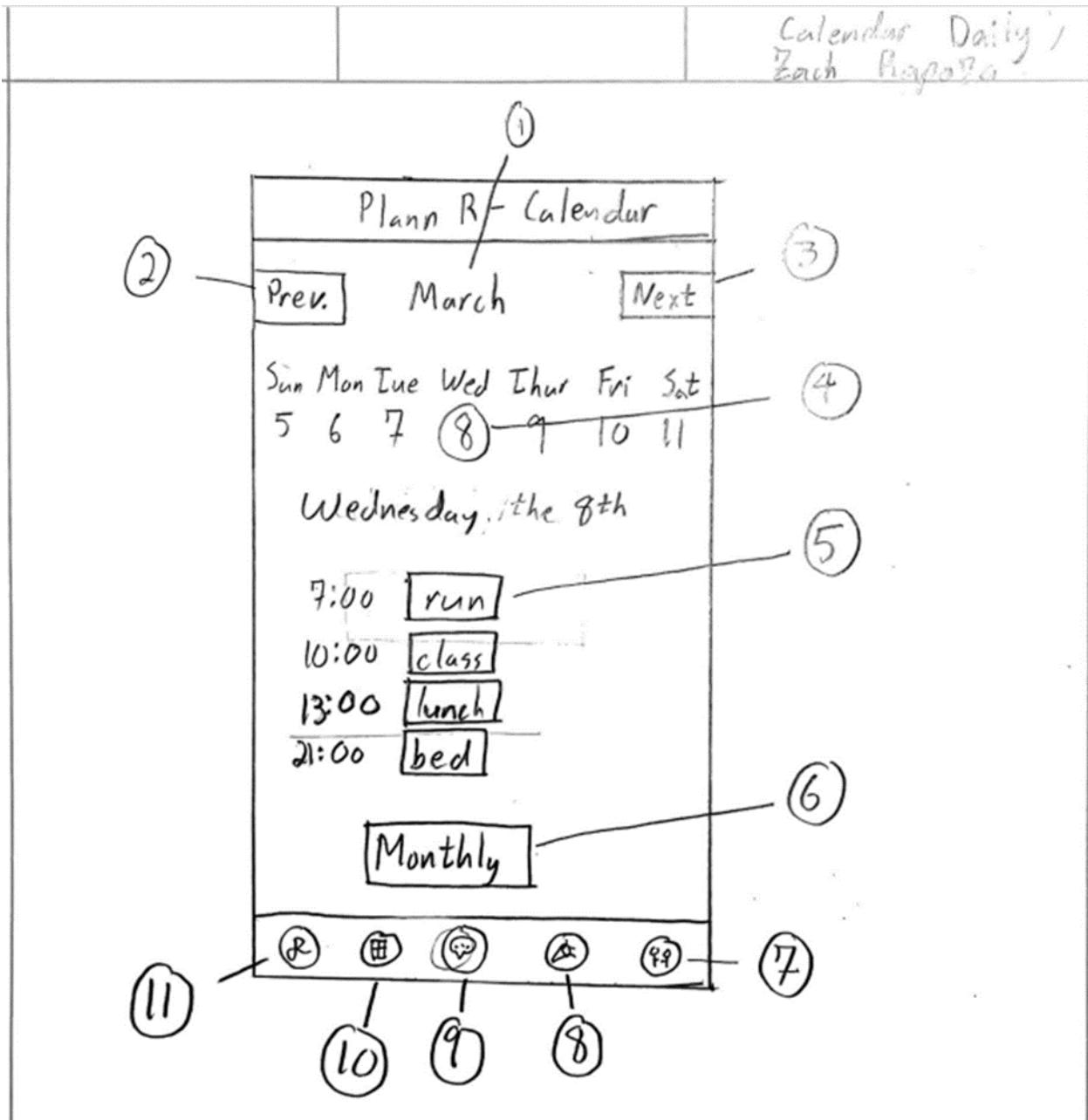
Loading Event: This tab is gotten to by using the menu button on the navigation bar or by using the monthly button on the daily calendar.

Interface Items:

1. March → This is the current month you are on.
2. Prev. → This button takes you back to the previous month, in this case it would be February.

3. Next → This button takes you to the next month, in this case April.
4. Day of the month → This is a day of the month, by clicking on it you get taken to the daily calendar on that specific day. The number of the day will change to a different color if there is an event that day.
5. Daily → This button takes you to the daily calendar.
6. Home → This button takes you to the homepage of the PlannR app.
7. Calendar → This button is the calendar button and clicking on it takes you to the monthly calendar.
8. Chat → This button takes you to the chat page of the app.
9. Events → This takes you to the events list.
10. Friends → This button takes you to your friends list.

Calendar Daily /
Zach Rapoza



Name: Daily Calendar

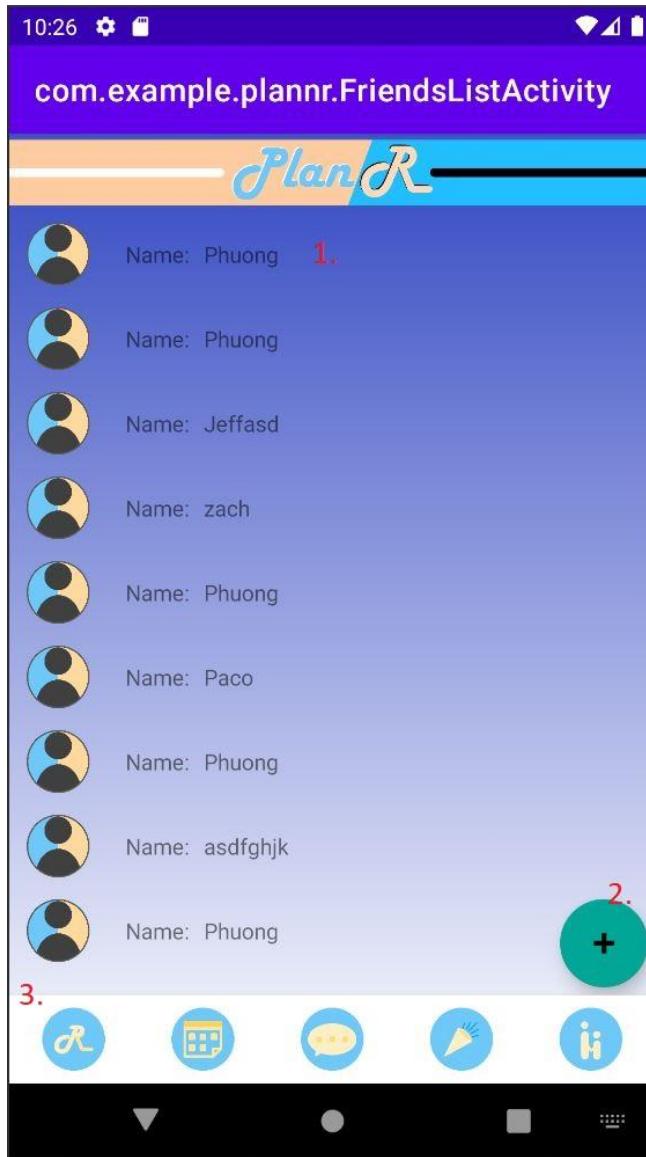
Developed by: Zach Rapoza

Purpose: Shows the events on a specific day.

Loading Event: This tab is gotten to by using the daily button on the monthly calendar or by clicking a specific day of the month.

Interface Items:

1. March → This is the current month you are on.
2. Prev. → This button takes you back to the previous month, in this case it would be February.
3. Next → This button takes you to the next month, in this case April.
4. Day of the week (8) → Clicking a day of the week displays the events happening on that day.
5. Event (run) → Clicking on an event expands the event and displays the events information.
6. Monthly → This button takes you to the monthly calendar.
7. Home → This button takes you to the homepage of the PlannR app.
8. Calendar → This button is the calendar button and clicking on it takes you to the monthly calendar.
9. Chat → This button takes you to the chat page of the app.
10. Events → This takes you to the events list.
11. Friends → This button takes you to your friends list.



Name: Friends List

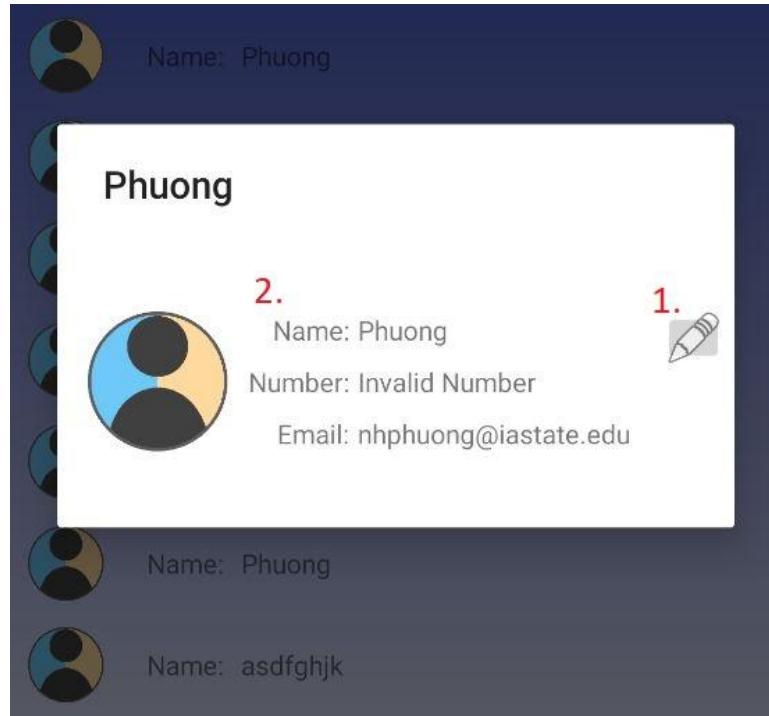
Developed by: Tasman Grinnell

Purpose: Displays friends of a user for editing or viewing.

Loading Event: A user is able to navigate to the friends List by clicking the button on the furthest right of the navigation bar.

Interface Items:

1. Friend Cards - The screen is populated with a scrolling view of the user's friends returned by a request to the database. Each of these are interactive, requiring a click to create a pop-up.
2. Add Friend - Creates an alert dialog that prompts the user for fields to enter for adding a friend.
3. Navigation Bar - The default navigation bar that is included on primary screens.



Name: Friend Pop-Up Card

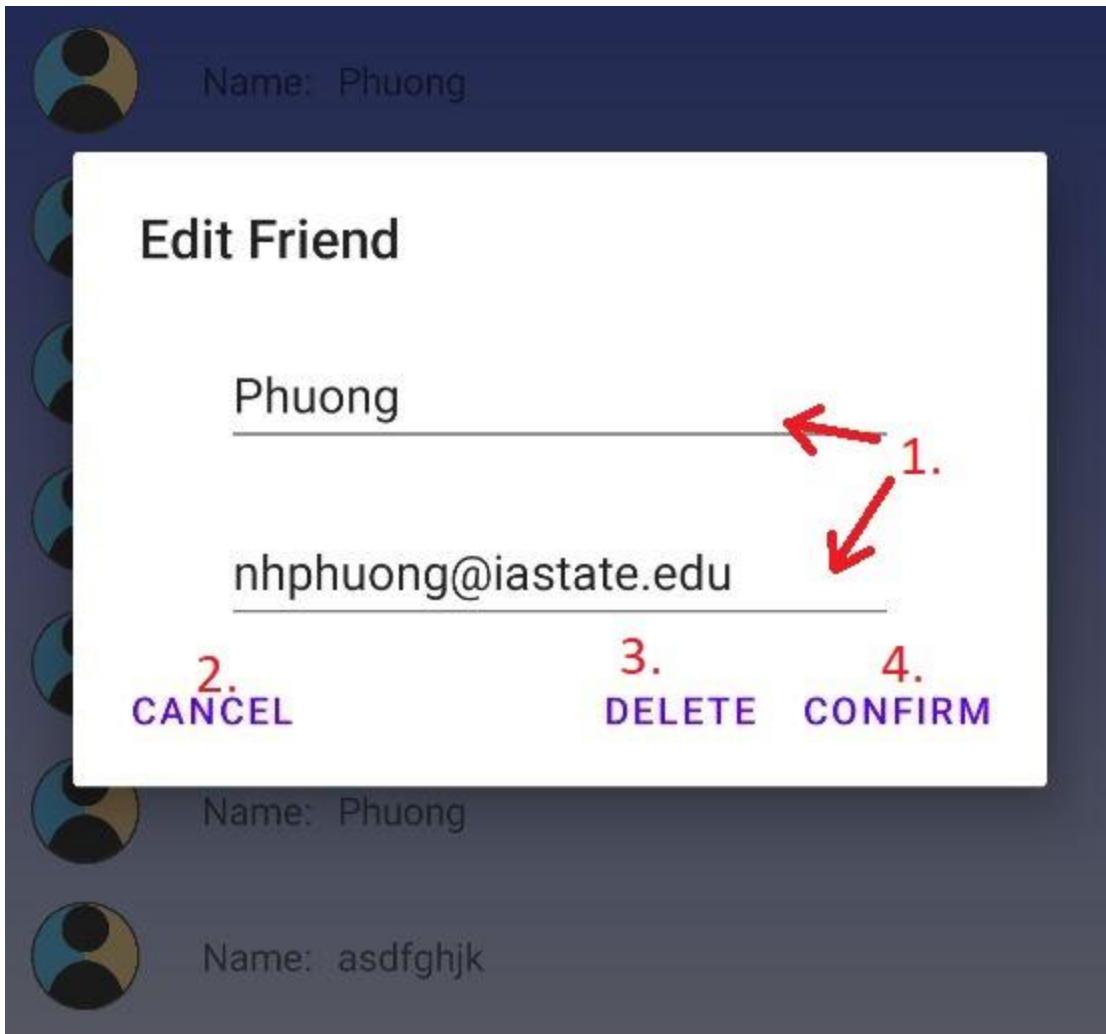
Developed by: Tasman Grinnell

Purpose: Gets a larger view to view details of a friend and gives users the option to edit.

Loading Event: Shows when a friend card on the friends list is clicked.

Interface Items:

1. Edit Button - Creates Dialog that allows user to modify the friend in their friends list.
2. User Information - Displays detailed user information received from backend Request



Name: Edit Friend Prompt

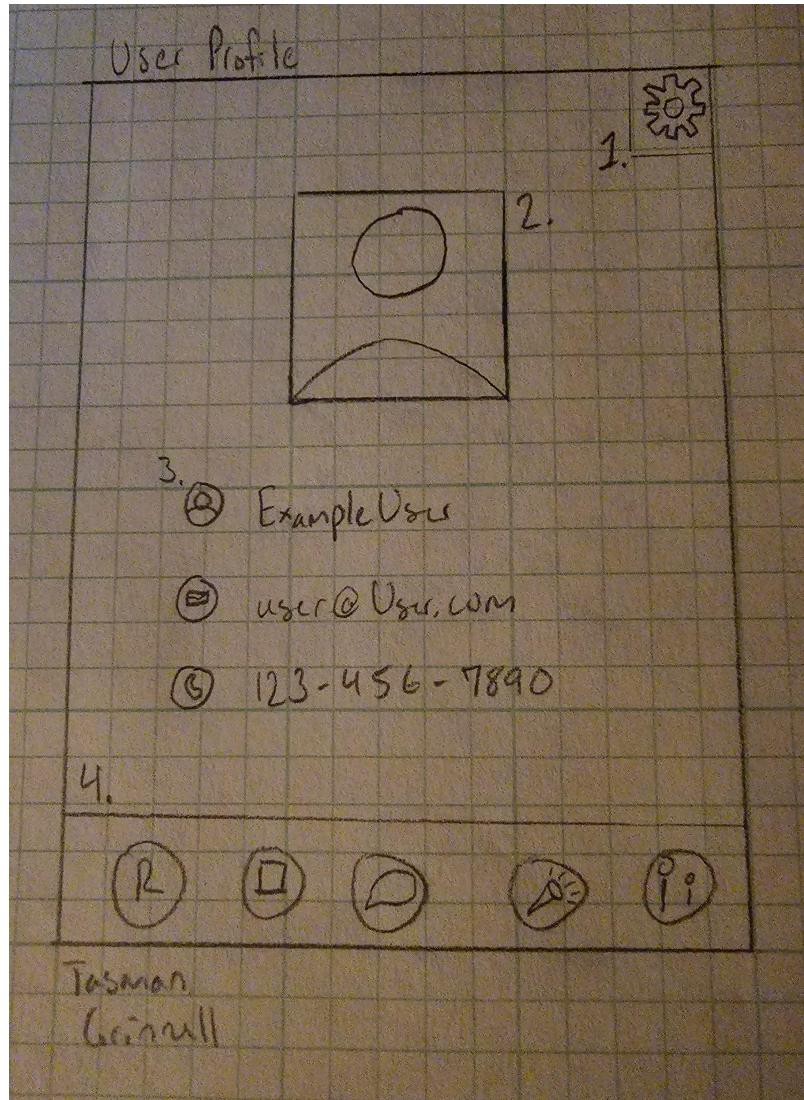
Developed by: Tasman Grinnell

Purpose: To allow users to edit how their friends appear in their friends list.

Loading Event: Clicking Edit button on a Friend Card allows the user to navigate to this screen.

Interface Items:

1. Text Edit Fields - Modifiable text areas that users can edit to send to the database.
2. Cancel Button - Cancels the modifying event, returning to the Friend Card Screen.
3. Delete - Goes to a confirm deletion dialog box. If confirmed, it will remove the user from the user's friends list, modifying the database accordingly.
4. Confirm - Sends a request to the server to change the friend's appearance.



Name: User Profile

Developed by: Tasman Grinnell

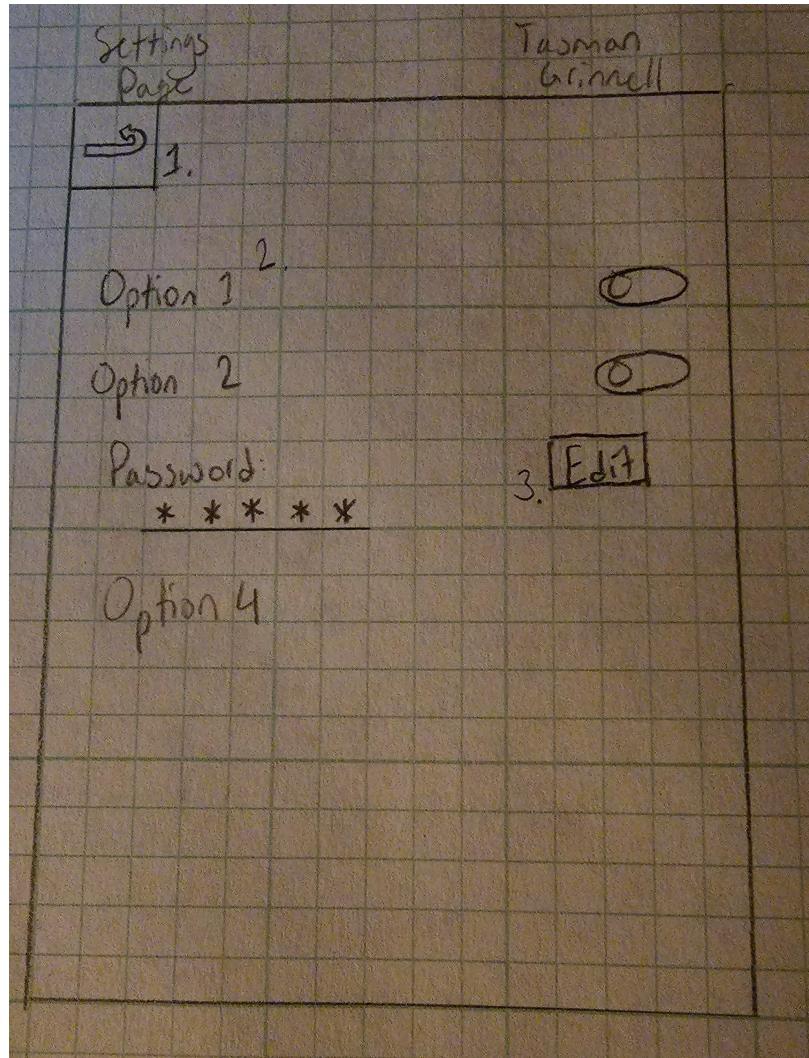
Purpose: Allow users to view their basic information and access the Settings menu.

Loading Event: Users who are logged in will be able to navigate to this screen via a button on the home screen.

Interface Items:

1. Settings Button – Starts Settings Activity, allowing the user to navigate to the Settings Page.
2. User Avatar – Displays the user's avatar that is chosen. If nothing is chosen, then a default avatar will appear.

3. User Information – Various bits of user information, including name, email, and phone number will appear on the profile by default.
4. Navigation Bar – App-wide Navigation Bar that allows users to switch to other activities.



Name: Settings Page

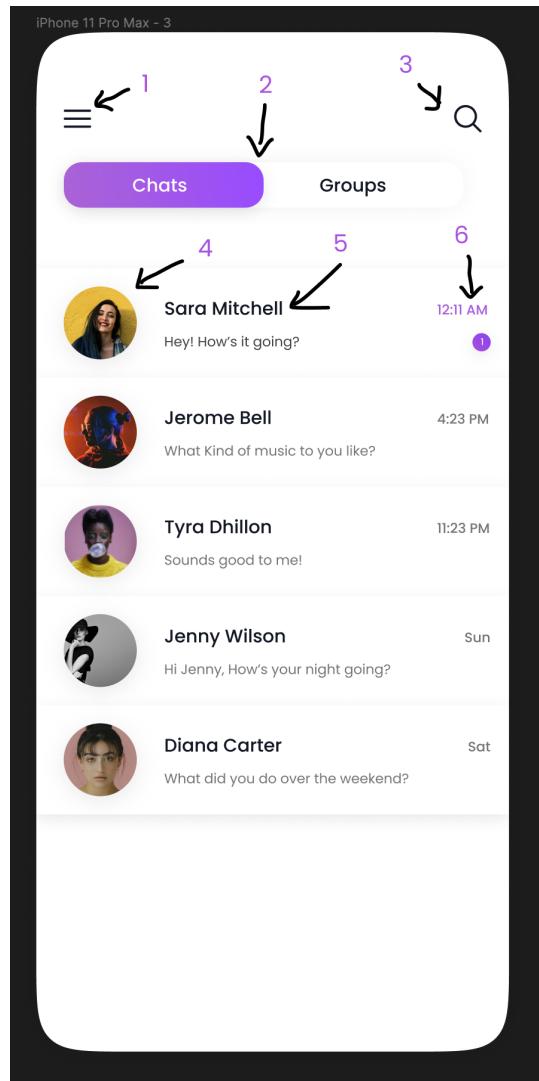
Developed by: Tasman Grinnell

Purpose: To allow users to modify certain settings (will have to decide in the future).

Loading Event: Gear Button on the User Profile allows users to switch to this screen.

Interface Items:

1. Return Button – Returns the user to the User Profile Page.
2. Option Sliders – Allows users to toggle settings on/off.
3. Password Edit Button – Prompts user to confirm password in order to edit their password.



Name: Chat window

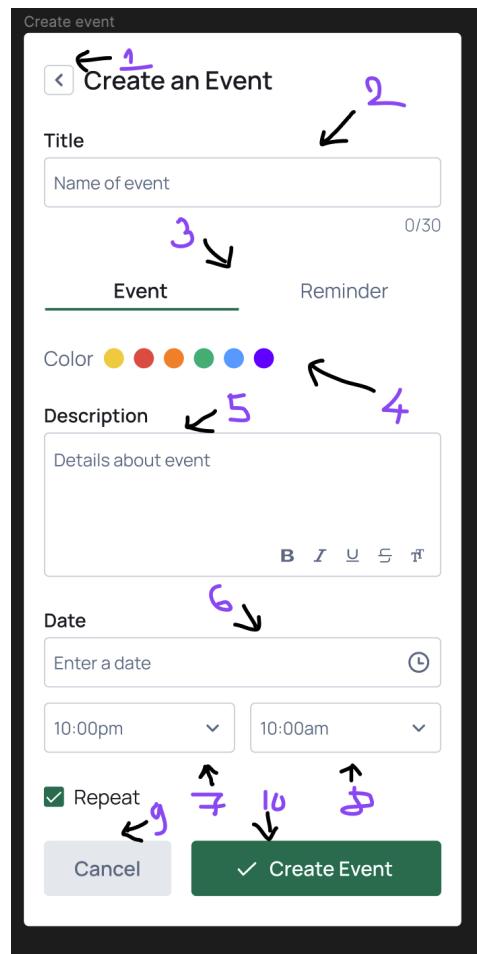
Developed by: Phuong Nguyen

Purpose: To display a list of messages and texting users

Loading Event: Gear Button on the User Profile allows users to switch to this screen.

Interface Items:

1. Navigation button: When you click it, you will see other options
2. Switch bar: Can choose to switch between individual and group messages
3. Finding: Search for friends or messages
4. Avatar: Display avatar and user's information.
5. Name and the most recent message.
6. Message time



Name: Create Event Window

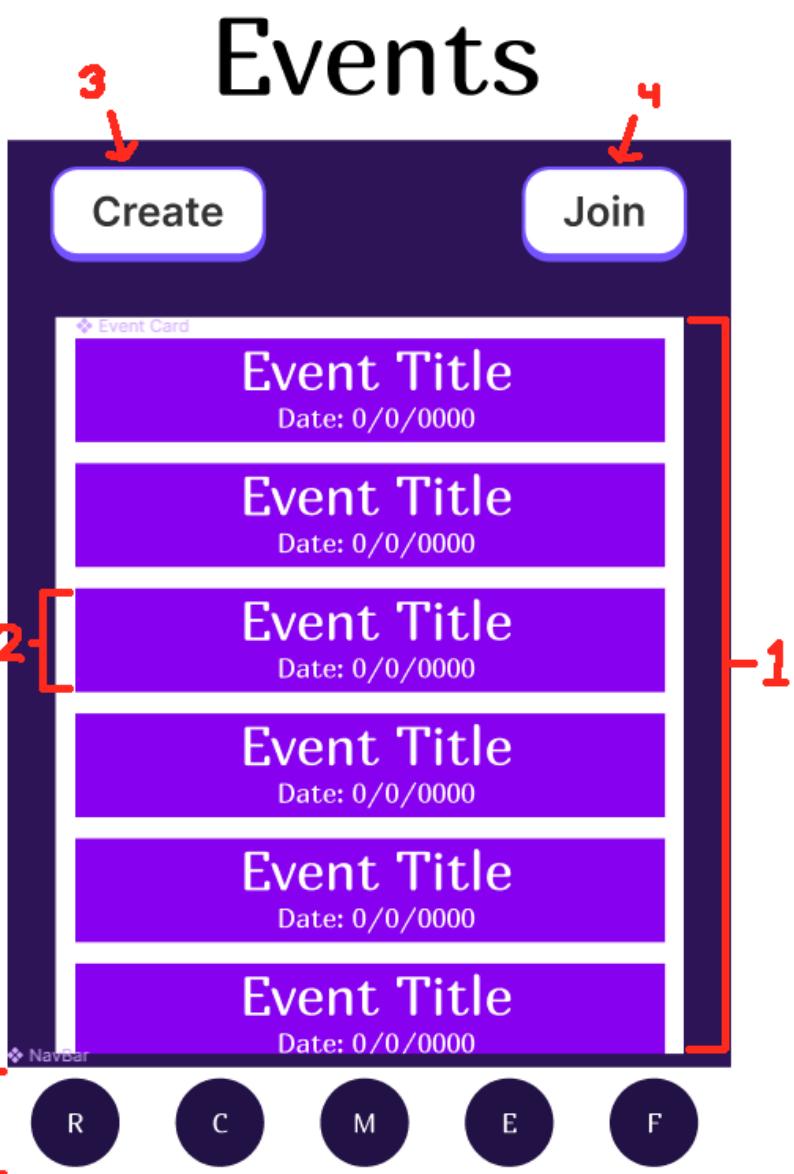
Developed by: Phuong Nguyen

Purpose: To create events

Loading Event: Gear Button on the User Profile allows users to switch to this screen.

Interface Items:

1. Back button: When you click on it, it will return to the homepage
2. Make the title of the event
3. Switch bar: Includes 2 options to choose from including creating event or reminder
4. Color theme: choose the main color of the event
5. Description: General description of the event to create
6. Date: Set the date that the event will take place
7. Start time: Set the time that the event will start
8. End time: Set the time that the event will end
9. Cancelation: Cancel create
10. Create Event



Name: Events Tab

Developed by: Spencer Thiele

Purpose: To display the events the user has joined

Loading Event: The events button on the bottom navigation bar

Interface Items:

1. Events list: a list of event cards that display an events title and date in a scrollable list
2. Event cards: The cards in the list can be clicked to go to the Event Info Pop Up

3. The Create button: can be clicked to take the user to the Create Event Window
4. The Join button: can be clicked to take the user to the Public Events screen
5. The bottom navbar: the same navbar that is at the bottom of the screen on the Events, Chat, Home, Calendar, and Friends screens



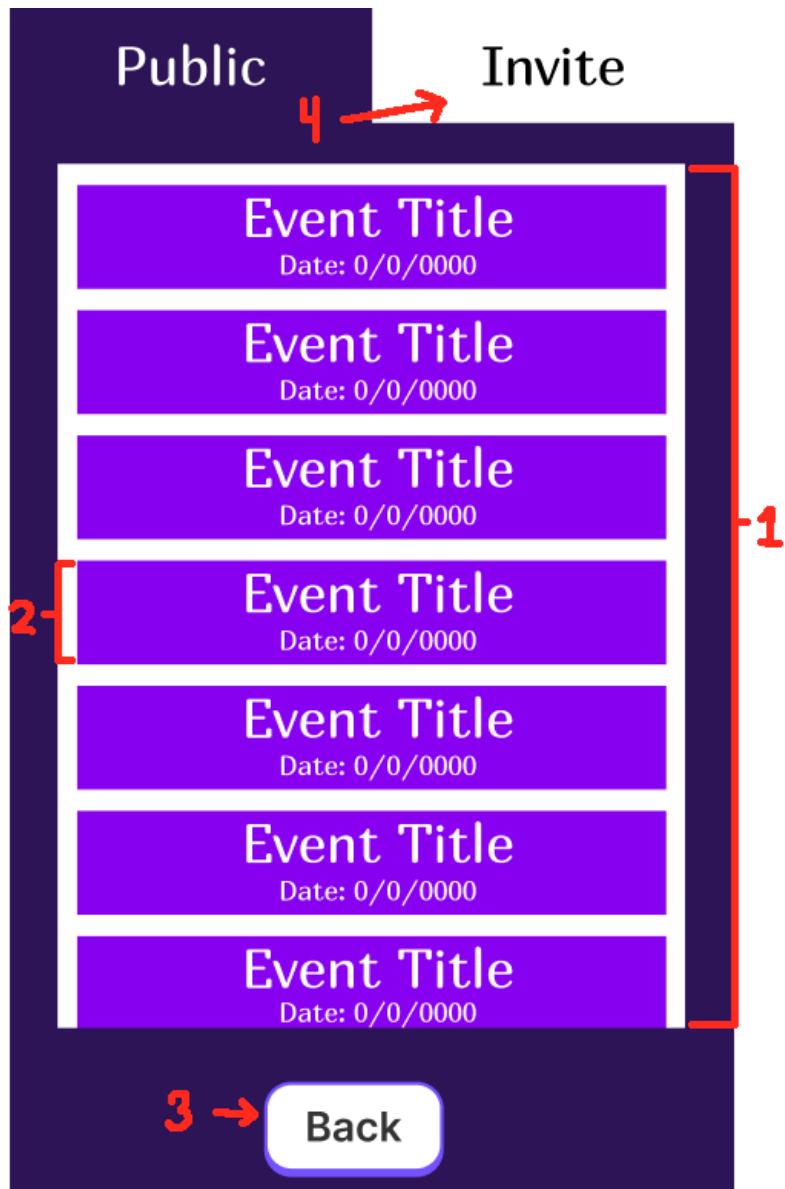
Name: Event Info Pop Up

Developed by: Spencer Thiele **Purpose:** To show specifics on an event

Loading Event: Clicking on any event shown on screens Home page
and Events Tab

Interface Items:

1. Back button: on click, returns the user to the activity it came from
2. Event details: Has all of the event information



Name: Public Events

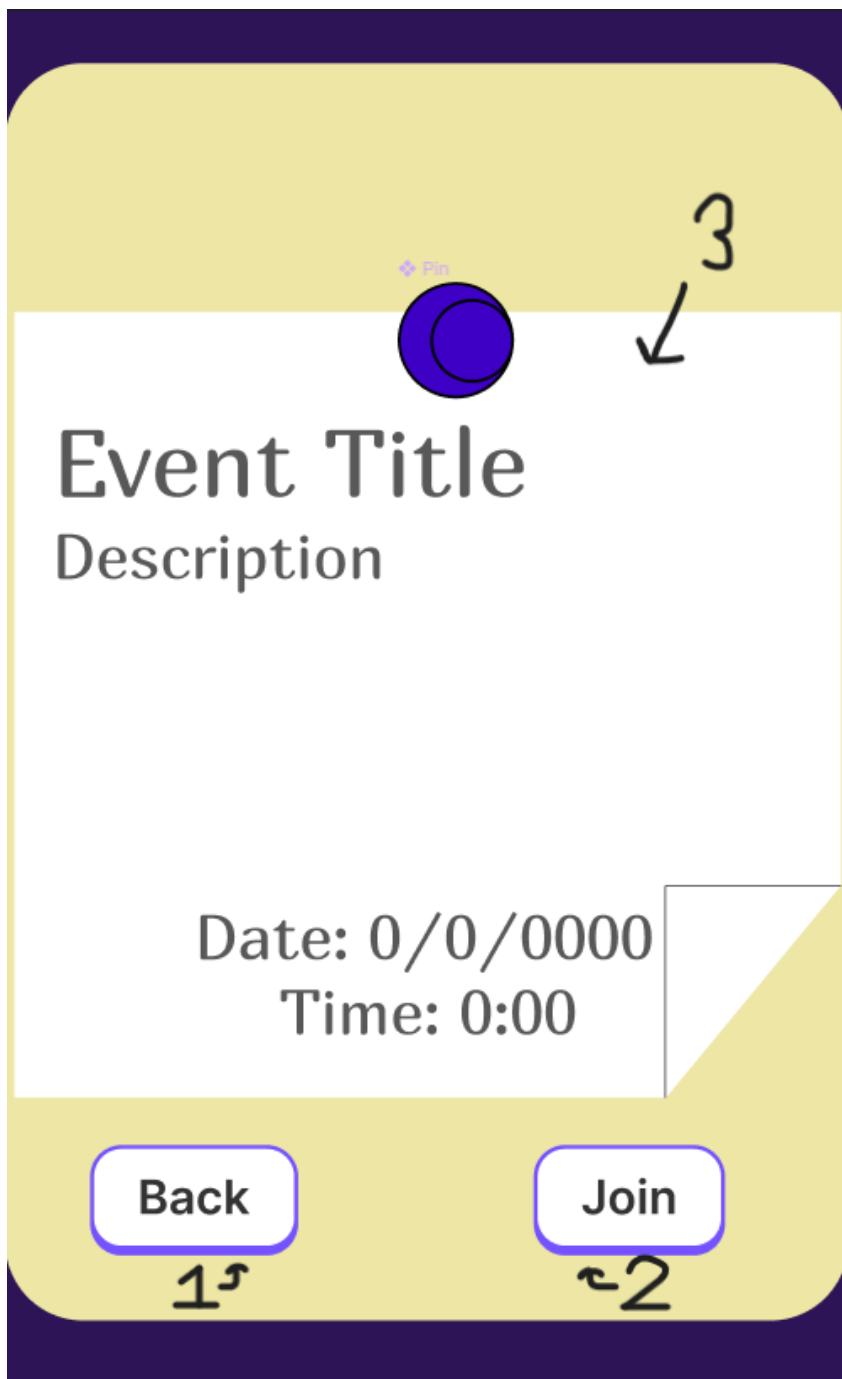
Developed by: Spencer Thiele

Purpose: To display a list of all public events available for the user to join.

Loading Event: Clicking the join button on the Events Tab

Interface Items:

1. Events list: a list of event join cards that display an events title and date in a scrollable list
2. Event join cards: The cards in the list can be clicked to go to the Event Join Pop Up
3. Back button: a button that returns the user to the Events Tab
4. Invites button: takes user to the Event invites screen



Name: Event Join Pop Up

Developed by: Spencer Thiele

Purpose: To show specifics on an event and let the user join

Loading Event: Clicking on any event shown on screens Public Events and Event Invites

Interface Items:

1. Back button: on click, returns the user to the activity it came from
2. Join button: adds event to user events and sends event data to database
3. Event details: Has all of the event information



Name: Event Invites

Developed by: Spencer Thiele

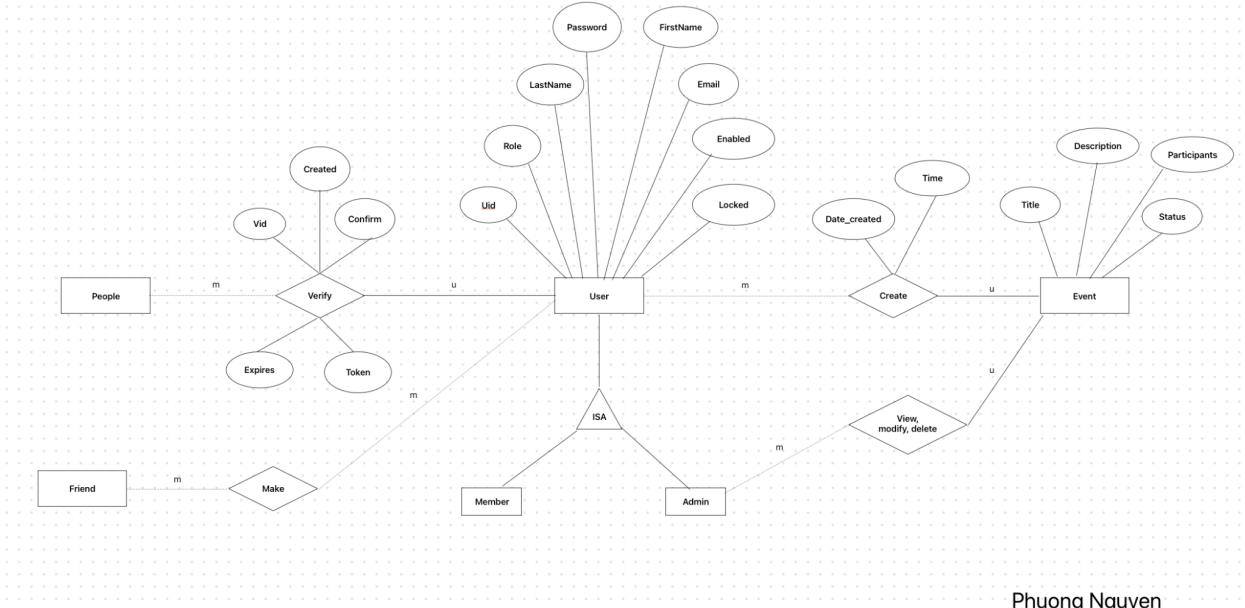
Purpose: To show a list of private events the user has been invited to join

Loading Event: Clicking on the invites tab at the top of the Public Events screen

Interface Items:

1. Events list: a list of event join cards that display an events title and date in a scrollable list
2. Event join cards: The cards in the list can be clicked to go to the Event Join Pop Up
3. Public button: takes user to the Public Events screen

Data E-R Model



Data Model Table

Created by: Phuong Nguyen, Tasman

AppUser Table: Stores user information

- Uid: the id of every user - Primary Key
- Role: role of that user.
- LastName: user's last name.
- FirstName: user's first name.
- Email: email that the user registered, used to log in to the app.
- Password: user's password, encrypted.
- Enabled: the status of the account verified or not.
- Locked: the status of the account locked or not.
- Phone: User's phone number.

Verify Table: Store account confirmation information

- Vid: the id of the confirmation account - primary key.
- Created: the time the account was created.
- Confirm: the time the account was confirmed.
- Expires: the time the token was expedited, usually 5 minutes.

- Token: code to confirm.

FriendsList Table: Archive every user friend list.

- Uid: User id - foreign key.
- Status: Status to track if two people are friends. True/False

Events Table: Stores events registered in the database with the following fields:

- Title – Name of event being registered (Note: must be unique title relative to all events in database).
- Description – Short description of events taking place.
- Year – Year event is occurring.
- Month – Month event is occurring.
- Day – Day event is occurring.
- Hour – Hour event is occurring.
- Minute – Specific minute event is occurring.

Event Details: Stores backend specific details separate from the event registered in the Database with the fields:

- Event – Event whose information is being stored in the row.
- Owner – The user who has modifying permissions (not admin) and created the event.
- Flags – Potential violations that Admins may flag in violation of terms and conditions.

Event Participants: Associated Events with the users that are registered to participate in a given event:

- Event – Specified event
- Participants – Users who are registered with an event.

Chat Table: Stores chat objects along with users associated with them:

- Chat Object – A given Chat object.
- Users – The users who are involved in the given chat Object.

Chat Logs: Stores a history of messages in a given Chat:

- Chat – A chat object being referenced in the following chat logs
- Logs – Object storing information being sent in chat coupled with time-stamps and user sending the message.