



Clubbed In Mobile Application

- Connect.
- Communicate.
- Lead.

Contents

1. Introduction
 - 1.1 About Clubbed In
 - 1.2 Intended Audience
2. Project Overview & Objectives
 - 2.1 Overview
 - 2.2 Objectives
3. Mobile Website / Mobile Application Development Strategies
 - 3.1 Website
 - 3.2 Application
 - 3.3 Features
 - 3.4 A Look Ahead
4. Secure Hosting
5. Maintenance
 - 5.1 Our Responsibilities
6. Our Costs
 - 7.1 Domain
 - 7.2 Hosting
 - 7.3 Apple Developers License
 - 7.4 Android Developer License

1. Introduction

1.1. About Clubbed In

Clubbed In is an app that encourages communication between the members of clubs and is a useful tool to organize information.

1.2. Intended Audience

Clubbed In is intended for the members and leaders of school clubs.

2. Project Overview & Objectives

2.1. Overview

Clubbed In is a powerful tool that provides clubs with ease of communication between their members. *Clubbed In* helps club members become more involved and helps members stay updated on all current events, meetings and news.

2.2. Objectives

- Increase event attendance
- Keep members in touch with each other

3. Mobile Website / Mobile Application Development Strategies

3.1. Website

In addition to mobile, this network will be available to members via the web at the url clubbedinapp.com. This is helpful in case some users do not have iOS or Android devices and wish to be able to use *Clubbed In*.

3.2. Application

As of now, this application is expected to be deployed onto the iOS and Android platforms. In the future, the application may be available on Windows and Blackberry.

3.3. Features

3.3.1 Clubs

Club leaders can “create” their club on the app. Members can then join the club to follow its events and news. Members can join multiple Clubs, in case they want to stay subscribed to other events in their area as well. Club Leaders can also upload their Club logo to their page.

3.3.2 News

Leaders can post news/announcements that will be available to all the Members who are in the designated Club. This is helpful if they want to send a quick message out to everyone.

3.3.3 Events

Leaders can create events with an option of a private or public event. They can add the date, time, location, and description for the event for all the members to see. Also, members can RSVP to the event and everyone can view who is going on the event page.

3.3.4 Add/Remove Leaders

Club Leaders can add more Leaders who will be then given the privilege to create events, post news and take attendance.

3.3.5 Attendance

Leaders can take the attendance of Members at a certain event. Members can check their own attendance. Leaders have access to all the Members’ attendance records in their Club.

3.3.7 Search

Via the navigation panel, users can go to the search page and search by Club or event*. They can join the Club if they have the Club Code, or they can RSVP to another event.

3.3.8 Edit

Leaders can edit information about the Club or Events. Along with this, the Club and Events can be deleted. Please note, if something is deleted, it cannot be resurrected.

3.3.9 Email Notification

Members will receive notifications, to the email they provided, when an event is created, canceled, or changed in their Clubs along with additions of News posts.

*Events will only appear if they are set to public, unless the user is in the Club which is holding the private event.

3.4 A Look Ahead

- Request to join Clubs
- Push notifications
- Swipe down to refresh
- Improved UI

4. Secure Hosting

Clubbed In offers security. Our servers are hosted in the cloud using the latest data hosting technology. In addition, information of users will remain secure and not available to those outside of the clubs.

5. Maintenance

5.1. Our Responsibilities

Clubbed In will make sure to update the app every time that a new, essential, feature is discovered. We will try our hardest to fix any bugs that come up, as well.

6. Our Costs (To Maintain App)

6.1. Domain

A domain from a trusted provider costs around \$10/year.

6.2. Hosting

Secure, web hosting costs approximately 4\$/month.

6.3. Apple Developers License

This license costs 99\$/year and is required to publish apps on the Apple App Store.

6.4. Android Developers License

This is a one time payment of 25\$ and is required to publish apps on the Google Play Store.