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**Project Title: RSVP'd (Fisk Event Management and RSVP System)**

## Topic Selection

**Computer Science Relevance:** Web development and Event Management Systems
**Focus:** Developing an event management system for clubs on campus that allows users to create events, book event rooms, invite others to their events, and track the number of RSVPs while additionally utilizing a calendar view.

## Introduction

Event management on campus is becoming increasingly reliant on digital solutions to handle logistics. With platforms like Fisk Serve, students can log their hours after attending events but there is no real metric clubs and organizations that conduct events can use to gauge the number of event attendees or even book rooms for events while ensuring the room is not double booked.

To address these issues, I propose an online event management web platform that allows club admins to create events with flyers and captions in place and also book rooms for these events. Students can then RSVP (choosing Yes, No, or Maybe) to events and organizations can better budget their events to account for all attendees. Students can also review events, view their upcoming events on a calendar, customize reminders about events and leave feedback so clubs can work on implementing the feedback they receive and better organize their events.

RSVP'd would be a valuable resource for students and student clubs on campus as it would aid clubs in properly handling their events (while integrating student feedback) and providing an easy way for students to get to know about events and registering for them. I believe that RSVP'd is mutually beneficial to both students and club admins.

## Objectives

1. To develop a web application where clubs can create events, send out invites, and track the number of RSVPs.
2. To enable students to easily find club events, RSVP to attend them and add events to their calendars.
3. To ensure the platform is easy and scalable to use.
4. To implement a map view stretch goal, allowing users to see events based on location on the campus map.

## Methodology

1. **Front-End Development:** Utilize HTML, CSS, and JavaScript (React.js) to build a responsive design and interactive interface for both clubs and student users.
2. **Back-End Development:** Use Python (Flask) and MySQL (SQLite) for back-end logic and MySQL for database management.
3. **API Integration:** Employ Google Maps API or Mapbox into the web app to provide the map view feature, enabling users to see event locations on a map (stretch goal).

## Expected Outcomes

1. A fully functional web app where student clubs can create events and manage events and students can sign up for events.
2. A comprehensive feedback system that allows students to rate and review events.
3. A scalable system that can handle all the needs of student clubs and a large student user base.
4. A calendar view that allows students view their upcoming events via calendars and a map view that allows students to see event locations on campus (stretch goal), adding a unique dimension to event discovery.

# Timeline

1. **Weeks 1-2:** Research, literature review, project requirements, and system architecture design
2. **Weeks 3-5:** Front-End Design
3. **Weeks 6-8:** Back-End Development
4. **Weeks 9-10:** API Integration and Testing
5. **Weeks 11-12:** Final Testing, Report Writing, and Presentation Preparation