**TO:** William Mongan

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**Roles:**

* Project lead
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**RE:** Implementation of a college club/group scheduling and organization app.

1 & 2. Description and compelling need for our project:

As a student at Ursinus College, my email is flooded with useless information on clubs that do not interest me. The events that pique my interest are drowned out by the same few recurring emails, so I often miss fun and engaging celebrations. Emails are often in very short notice of events, and I only have about an hour to view the message before the event has already begun. If I had an app that has a calendar to centralize planning, I could know when my crucial arrangements will take place all in one space.

We wish to create a project that will bring solidarity and organization towards event planning. This project will not just help Ursinus students, but can also be used to benefit anyone who wants to host an event but has issues aligning schedules. With our app, anybody could plan an event, and their guests will be able to have that as well as any other plans in their calendar. Clubs and groups will have much more engagement with reminders and easier schedule syncing.

3. A description of your stakeholder groups

If we are focused on a smaller scale we are trying to pitch this idea to clubs, groups, and organizations on the Ursinus campus. This seems like the most important right now because it would directly affect our lives as students. If we are trying to pitch this idea to outside investors on a bigger scale we would try to pitch it to other colleges and universities or a large company. This is less doable because we would need people to be interested enough to invest. Also, they may already have something that does this for them. Lastly, they might feel that there is no use for our application. But in our current situation on the Ursinus campus email spam has become a problem and it would be very useful for the entire school.

4. A discussion of technical aspects your group may need to learn to be successful

The initial plan for this project will be to implement a prototype in app form using the software development kit, Flutter. Flutter utilizes the Dart language and allows for an easier time writing code for both IOS and Android. This would be perfect for an app like this since many students will have Android phones as well as iPhones. None of us are very familiar with Dart so this can be a great way to learn a very practical and useful language in the software engineering industry.

5. The minimum viable project scope: What functionality would you absolutely need to complete to be successful?

In order for our project to come to life we need to create a communal platform where groups/organization can contact people. The thing that would make our project special from the rest is that we would allow the user to subscribe to certain groups that they care about. This would solve the problem of our emails being flooded with unwanted emails. So, the bare minimum that we need to succeed is a platform where email like messages can be sent and the ability for the user to subscribe or “follow” certain groups.

6. Aspirant scope: If there is no time limit what are some things that you would like to add

If we had no time limit on the project, we would like to expand this project from not only helping Ursinus students. This could be done by elaborating on the idea. Instead of just being able to subscribe to certain organizations or groups we would also be able to follow each other like on Instagram or twitter. This is to create groups for any type of event. Another thing that we could do if we had no time limit is make a built-in schedule maker. A tool that looks at the events that we are interested in and helps make a realistic schedule/organizer with those ideas in mind. Lastly, it would cool if we were able to create some type of explore page. This way people who want to can find new organizations or events that they want to join or receive messages from.

7. A rough timeline of the project scope

- get a list of all student and faculty run clubs/events/organizations

- get a rough copy of their schedules

- start a rough draft answering certain development questions, such as how to filter out certain clubs based on someone’s preferences (ex. keywords?), how should this app be organized (ex. layout?), etc.

- learn Flutter to make, code, and develop the app

- pretend to be a club organizing a schedule to test our app

8/9. A summary of the intellectual merit of your project: why is it worth doing, and what is novel about it? A summary of the broader impacts of your project: who benefits beyond your project group, and how?

Why this? Why focus on an app about scheduling? It is already hard enough to try and schedule around other events and meetings. Wouldn't it be ideal for everyone to be able to easily collaborate with one another so events do not overlap? This will produce higher efficiency and overall collaboration between many parties in order to have a clean schedule for everyone to easily follow. Starting off at a lower scale, this will be developed to focus more on clubs and events organizations so they can plan events and meetings around one another. Professors can even use this to help schedule future classes and finals for when the next semester's registry opens. At a more broader scale, beyond our college, this can be used in different companies and businesses to schedule meetings with clients and each other. For us personally, it is also especially useful to learn how to use Flutter and create our own apps.