-By

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Rquirement and Design Document

Application: What’s Happening!

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# Project Overview

What’s Happening is an event publicizing application mainly used for the purpose of socializing. Everyone at some point of time gets bored of their mundane schedule. At this point of time everyone needs something which elevates their mood and help them feel refreshed at any point of time. The application platform is targeting such people who wants to make the most of their free time by investing their attention in something which will increase the productivity level and something which is entertaining at the same time. The platform also gives opportunity to people to host an event if they love socializing or they love to share their knowledge with the world. Also, this application can be used by people who want to increase their contact network which could turn out to be very beneficial for them in many ways.

* A user must register or sign up in the application in order to experience benefits of it. Initially, when no user is logged in, anyone can access about or contact us page but if you will try to navigate to pages other than login or sign up, you will be prompted with a message that you are not logged in to the system right now and if you want to access the application then you must login into the system.
* If you are a user who have already registered in the system, then you can proceed with log in page. You just have to prove yourself as a legit user by providing your credentials i.e. a username and corresponding password. If the credentials match with the credentials of any of the user of the system, then the authentication is successful taking you forward to the saved connections page.
* If you are a brand-new user, then you will have to register i.e. sign-up into the system in order to access it. The system will ask you to enter a few things from your personal information and that’s it. You are signed up into the system. For a new user also the landing page after login is a saved connection page which is going to be empty as the user is new and he/she has not RSVP’d for any connection till date.
* Once you are logged in you are shown a list of saved connections if saved any. Also, you can add connections if you are interested in a particular event. That can be done by visiting connections page and then selecting a specific event which you want to save under your connections. Three options are given for that “Yes/No/Maybe”. You can choose any one of these as per you will.
* In case you change your mind after a few days prior to the event, then you can update the RSVP value for that particular connection to another as many times as you want. You can also delete the connection if you have decided not to show up at a specific event.
* The system allows you to host an event if you want. You can do so by creating a new connection which is related to that particular event. If you think that you might have entered a wrong value in the information while creating a connection, then you can always update the connection.
* Also, if due to some technical difficulties if the event could not be possible then you have an option to delete the event. Keep in mind that once you have deleted a particular event, it will vanish from the saved connection’s list of any other users who have already RSVP’d for that event.

# Site Map

Below is the image of the site map for the application platform which depicts the list of pages in the application and relationship between these pages by pointing arrows directed from one page to another.

A screenshot of a cell phone

Description automatically generated

# Page Design

## Home

1. Name of the page: index.ejs
2. Purpose of the page: Main purpose of the home page is to give an overview information of the application to the user and also navigate user to different available pages present in the application scope.
3. Audience of page: Registered as well as Unregistered users.
4. Header:

Navigation bar that navigates to “Connections”, “Start a New Connection”, “Login”, “Sign-Up” pages.

1. Footer:

There are links to about us, contact us pages as well as connect us using Facebook, Twitter sites.

Every link present on the header and footer will redirect the user to the respective pages of the application platform.

A screenshot of a cell phone

Description automatically generated

## About

1. Name of the page: about.ejs
2. Purpose of the page: Main purpose of the about page is to give an overview information of the application transformation to the user and also let user know about the happenings about the application e.g. If an update is available.
3. Audience of page: Registered as well as Unregistered users.
4. Header:

Navigation bar that navigates to “Connections”, “Start a New Connection”, “Login”, “Sign-Up” pages if the user is not logged in and “Connections”, “Start a New Connection”, “Logout”, “My Connections” pages when the user is logged in.

1. Footer:

There are links to about us, contact us pages as well as connect us using Facebook, Twitter sites.

Every link present on the header and footer will redirect the user to the respective pages of the application platform.

A screenshot of a cell phone

Description automatically generated

## Contact

1. Name of the page: contact.ejs
2. Purpose of the page: Main purpose of the contact page is if the user has any queries about the application then provide them with the ways by which they can contact the application developer team.
3. Audience of page: Registered as well as Unregistered users.
4. Header:
5. Navigation bar that navigates to “Connections”, “Start a New Connection”, “Login”, “Sign-Up” pages if the user is not logged in and “Connections”, “Start a New Connection”, “Logout”, “My Connections” pages when the user is logged in.
6. Footer:

There are links to about us, contact us pages as well as connect us using Facebook, Twitter sites.

Every link present on the header and footer will redirect the user to the respective pages of the application platform.

A screenshot of a cell phone

Description automatically generated

## Login

1. Name of the page: login.ejs
2. Purpose of the page: Main purpose of the login page is to let user log into the system. User should prove his/her authenticity by providing legit username and password to do so.
3. Audience of page: Unregistered users will have to Sign Up first in order to proceed further whereas, the registered users can directly login into the system.
4. Header:

Navigation bar that navigates to “Connections”, “Start a New Connection”, “Login”, “Sign-Up” pages.

1. Footer:

There are links to about us, contact us pages as well as connect us using Facebook, Twitter sites.

1. Validations:

Username or password field cannot be left blank. The username and password that is entered should be of minimum 4 characters long. User should enter correct pair of username and password.

Every link present on the header and footer will redirect the user to the respective pages of the application platform.

A screenshot of a cell phone

Description automatically generated

## Sign Up

1. Name of the page: signUp.ejs
2. Purpose of the page: Main purpose of the sign-Up page is to let an unregistered user register into the system by providing personal information and his/her choices for the username and password which will eventually be used over and over again to login once the user is registered.
3. Audience of page: Unregistered users who wants to use the system.
4. Header:

Navigation bar that navigates to “Connections”, “Start a New Connection”, “Login”, “Sign-Up” pages.

1. Footer:

There are links to about us, contact us pages as well as connect us using Facebook, Twitter sites.

1. Validation:

All fields are required except address 2 field. Email validity check is there. Address 1 should be at least 10 characters long. First name, last name, city, country, state cannot be numeric. Zip code should not contain alphabets. Username and password should be of minimum 4 characters long. Pasword value should match with the confirm password.

Every link present on the header and footer will redirect the user to the respective pages of the application platform.

A screenshot of a cell phone

Description automatically generated

## Connections

1. Name of the page: connections.ejs
2. Purpose of the page: Main purpose of the connections page is to provide user with the main categories of the events and also listing out the events that falls under those categories.
3. Audience of page: Registered users. They can choose a specific event/connection among the list of connections to RSVP for.
4. Header:

Navigation bar that navigates to “Connections”, “Start a New Connection”, “Logout”, “My Connections” pages.

1. Footer:

There are links to about us, contact us pages as well as connect us using Facebook, Twitter sites.

Every link present on the header and footer will redirect the user to the respective pages of the application platform.

A screenshot of a cell phone

Description automatically generated

## Connection

1. Name of the page: connection.ejs
2. Purpose of the page: Main purpose of the connection page is to provide user the information about respective connection/event. E.g. hosted by, date, venue, short description.
3. Audience of page: Registered users. They can choose one of the RSVP values available on the page i.e. “Yes/No/Maybe”.
4. Header:

Navigation bar that navigates to “Connections”, “Start a New Connection”, “Logout”, “My Connections” pages.

1. Footer:

There are links to about us, contact us pages as well as connect us using Facebook, Twitter sites.

Every link present on the header and footer will redirect the user to the respective pages of the application platform.

A screenshot of a cell phone

Description automatically generated

## Start a New Connection

1. Name of the page: newConnection.ejs
2. Purpose of the page: Main purpose of this page is to let user create a new event/connection. i.e. they can host an event using the platform.
3. Audience of page: Registered users. They can create a new connection.
4. Header:

Navigation bar that navigates to “Connections”, “Start a New Connection”, “Logout”, “My Connections” pages.

1. Footer:

There are links to about us, contact us pages as well as connect us using Facebook, Twitter sites.

1. Validations: All fields are mandatory. Connection name should be alpha-numeric, and it should be at least 4 characters long. The description should be minimum 10 characters long. Location should be at least 4 characters long. Date cannot be current date and cannot be the date in the past. From and to value should not contain characters except “:”. Also, To time should not be before from time and they cannot be equal.

Every link present on the header and footer will redirect the user to the respective pages of the application platform.

A screenshot of a cell phone

Description automatically generated

## My Connections

1. Name of the page: savedConnections.ejs
2. Purpose of the page: Main purpose of this page is to provide user the information about what all connections they have RSVP’d for giving an option for update and delete the connection.
3. Audience of page: Registered users. They can choose one of the connections to update the RSVP value i.e. “Yes/No/Maybe” or they can simply delete the connection.
4. Header:

Navigation bar that navigates to “Connections”, “Start a New Connection”, “Logout”, “My Connections” pages.

1. Footer:

There are links to about us, contact us pages as well as connect us using Facebook, Twitter sites.

Every link present on the header and footer will redirect the user to the respective pages of the application platform.

A screenshot of a video game

Description automatically generated

# E-R Diagram of the Persistent Database System Designed:

The database has three collections:

1. connection:

This collection stores the records related to connections. This has fields like connection Id, Connection Name, Connection Topic as in category of the connection, connection details i.e. connection description, connection time i.e. date, day and start – end time, location of the connection event, host name of the connection, host id.

2. user:

This collection stores the records of the users of the system i.e. registered users. Whenever user signs up into the system, his/her record will be added into the same collection with the fields like user Id, first name, last name, email, address, city, state, country, zip code, username and password.

3. userConnection:

This collection stored the information about saved connections of all users i.e. the connections that they have RSVP’s for. It has fields like a Connection Object of type connection collections, user Id of the user who is RSVPing for the connection and the RSVP value.

Below is the ER diagram of the database system:

A picture containing text, whiteboard

Description automatically generated