

Eventos.UA

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Delivery Date:

Aveiro, 24th March 2021

Circulation:

Teachers, project coordinators and students of the subject Projeto de Engenharia Informática

Version Control

When?	Responsible	Significant alterations
17/03/2021	Eduardo	Introduction and product concept
17/03/2021	Sérgio	Website up and running
18/03/2021	Mariana	Business context, client, market context, digital transformation and organization objectives writing
18/03/2021	Sofia	Translation and revision of the report
18/03/2021	Ariana	Translation and revision of the report
18/03/2021	Ariana	Start of presentation
18/03/2021	Sérgio	Hyperlinks on the website to milestones
18/03/2021	Ariana	Project Context table
19/03/2021	Mariana	Translation and revision of the report
20/03/2021	Sofia	Revision of chapter 2
20/03/2021	Ariana	Revision of chapter 2 and model reorganization
20/03/2021	Sofia	Chapter 4 preliminary information
20/03/2021	Mariana	Revision of chapter 2 and 3
23/02/2021	Ariana	Formatting and revision
23/03/2021	Mariana	Table update
23/03/2021	Sofia	Final revision

Index

Introduction	3
Business context	4
The client	5
Market context	5
Digital transformation	6
Organization objectives	7
Product	7
Product Concept	8
Functionalities	8
Task list	9
Organization context	11
Stakeholders profiles	12
Environment	12

1 Introduction

This report contains the outcome of the work done throughout the steps of the Inception phase, adapted from the OpenUp method, where a detailed description of the soon to be developed product is done.

Eventos.UA was assigned by Aveiro's University in order to strategically manage the organized events on the school campus. Working together as a research group in the area of networking and telecommunications the aim is to create a system which fulfills the stakeholder's needs and their peers.

To do so, the platform will need several requirements such as full integration with external API's, like booking and payment processing.

2 Business context

2.1 The client

Founded in 1973 and a national pioneer offering training in several areas, Aveiro's University (UA) is considered one of the most innovative universities in Portugal, known for its teaching and research quality, betting on cooperation with the business community. Therefore, promoting events is crucial for its students and members of the academic community.

This institution aims to develop a WebApp that gathers all the resources for its peers to be able to create, manage and attend events in an effective way. Hence, getting the campus informed but also simplifying the work for the event organizers.

Thence, this project will follow the motto: "An informed campus is an active campus".

2.2 Market context

In the past few years, challenges were encountered when attending several events. The information was spread through various documents and webpages, which sometimes made it impossible to find orientation on how/when/where to create and join events. Moreover, if an event was cancelled, most participants wouldn't know.

As members of UA's community, it's possible to recognize difficulties when keeping track of all the activities occurring simultaneously. Being away from the campus' facilities due to the pandemic widened the gap between the promotion and appearance of participants at the workshops available.

The current publicity model utilized by Aveiro's University is mainly focused on social media and email, while also having flyers and announcements distributed inside campus. All this is notably inconvenient for students, since, to be aware of the events, there's a need to follow all UA's social media pages and acknowledge the flyers, which are mostly hard to notice and, most of the time, don't have the complete information (e.g., lack of directions to find the event's facilities).

Hence, this project is more crucial now than it ever was for the client, as it is necessary to find a solution so that people inside and outside the community can easily access information to create and attend events.

The project's main purpose is to simplify the planning and advertising of events related to Aveiro's University. Gathering, on a single website, all the information available regarding the creation, management and attendance of these events, saving time for all attendees and planners.

The WebApp will be flexible, taking into account the type of event in question. This way, UA's resources could be spared without worsening the user experience.

The platform will bring an easier and clearer communication between planners and attendees, eventually increasing event popularity and reaching a broader audience.

2.3 Digital transformation

This business opportunity came as more problems were arriving via feedback from colleagues and staff: the lack of information about the events happening on campus, which lead to low attendance and disinterest from the target audience; absence of information on how to hold events, making it impossible to consummate some of them; challenges in the organization and delegation of spaces; the number of people that can't find the place where the events will take place; etc.

This WebApp will compress all the information needed in one place, making it easier to organize, assign roles and participate in events for anyone who is interested, independently of whether or not they're members of the community. It will help organizers with the number of spaces available and logistics in general. It will be a tool to promote all the events that are on the calendar of the University, without having to search for them specifically and so many more opportunities.

2.4 Organization objectives

Problem/Limitation	Objective
Weather conditions	Get an alternative if the weather conditions do not allow the initial plan to take effect
Bureaucracy	Help book facilities, staff and tools needed for each event
Lack of information	Inform the target audience through eventos.ua.pt
Lack of directions	Maps of the campus will be accessible online
Lack of facilities/tools	Arrange alternatives if the facilities/tools needed are being used at a certain moment

3 Product

3.1 Product Concept

For:	Aveiro's University (UA)
Necessity/Opportunity:	Eventos.UA emerged from difficulties faced when organizing events inside campus and the audience's lack of knowledge of them. The objective is to implement a platform that could solve these issues in an accessible way.
The Product:	WebApp and MobileApp to manage events and their audiences in the University campus, called <i>Eventos.UA</i> .
Unlike:	At this point, there isn't a system we can compare the WebApp to, since all the event management and advertising is done manually, through email, social media and fixated posters around the University campus.
Our Product:	Eventos.UA will be an online and easy to use platform that will allow the stakeholders to manage their events and respective audiences.

3.2 Functionalities

The target audience for this product is any person who might wish to attend an event organized by the university or peers.

Said product (Eventos.UA), will be an online platform allowing the planner to create and manage future events with less bureaucratic hurdles, making it easier and faster to organize any event.

The platform will store useful information about events: a synopsis about the event, the organizer's bio and instructions on lodging. It will also have maps of the premises and payment will be possible. Both online and in-person events will be supported by the product. On the planner's side, tools such as the booking manager will be quite helpful.

With this, the solution proposed will make it easier for attendees to get the information they need about events they wish to take part in, and planners will have their workload relieved in terms of booking and promotion of their events.

3.3 Task list

Taking into account that this is an ongoing project, the first main goal is to solve all pending issues created by previous teams. So, each issue was rated by each member in terms of effort necessary. They were also categorized in terms of kind of issue as a way to take advantage of each team member's personal strengths. After a meeting and careful evaluation of the signed paperwork, it became obvious that specific features to be worked on will have to be as vague as possible, given that the project is closed-source. Even though documentation isn't featured in the table, it will be done all throughout the development phase.

Week	Batch #	Number of issues	Overall theme
22nd March - 26th March	1	6	Familiarization with code Setting up the environment Frontend related issues
29 March - 2nd April	2	8	Beginning of app design Solving issues that require most effort, mostly regarding the backend.
5th April - 9th April	3	6	Beginning of app development. From this point on, assume the app will be worked on every week. Solving issues with less priority than the ones solved before.
12th April - 16th April	4	6	Solving issues with less priority than the ones solved before.

20th April - 24th April	5	5	Solving issues with less priority than the ones solved before.
27th April - 1 May	6	5	Solving final issues left by other developers.
3rd May - 7th May	New feature batch #1	N/A	Features will be discussed with the project mentor and can't be revealed at this point in the development.
10th May - 14th May	New feature batch #2	N/A	Features will be discussed with the project mentor and can't be revealed at this point in the development.
17th May - 21th May	New feature batch #3	N/A	Features will be discussed with the project mentor and can't be revealed at this point in the development.
24th May - 28th May	New feature batch #4	N/A	Features will be discussed with the project mentor and can't be revealed at this point in the development.
31st May - 4 June	New feature batch #5	N/A	Features will be discussed with the project mentor and can't be revealed at this

			point in the development.
8th June - 11th June	New feature batch #6	N/A	Features will be discussed with the project mentor and can't be revealed at this point in the development. Polishing app.

4 Organization context

4.1 Stakeholders profiles

Name	Responsibilities	Benefits of using the system
Event organizers working with or for UA	Create and manage events Publicize events	Booking spaces is easier (less paperwork) Having the event on the platform already spreads the word about it
Event-goers	Check platform for new events Attend events Rate attended events	Getting information about new events is easier, given that the information is centralized

4.2 Environment

To have a working backend with all the services required, several REST APIs will be used, and the backend itself will be done in Django. The information will be stored in a Postgresql database. Considering the scope of the project and the number of tools used, Docker containers will be useful.