

# Eventos.UA

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## Version Control

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# 1 Introduction

*Eventos.UA* is an ongoing project focused on the creation of a platform that makes managing events on-campus easier, therefore the bureaucratic process becomes almost invisible to the event creator. A mobile app will also be created to make information accessible anywhere. Not only will the platform help event organizers, due to serving as a centralized hub for event information, the platform will also work, albeit indirectly, as a promotion page for them.

The project was originally started in February 2017, and it's planned to be finished by June 2021. Those would be 4 years and 4 months of on and off development to create fully responsive web and mobile apps.

## **2 The prototype**

### **2.1 First stage**

Although the team had chosen to take part in the project early on (in the second week of March), the access to the repository was only granted two weeks after. There were some problems found with the previous work: broken environments, little to no documentation and slow responses from other working teams were unexpected obstacles that had to be worked on together to solve them. To sum it up, the project came into the team's hands barely working.

In the first stage, some functionalities were implemented, but most had to be refactored to work properly. As for the mobile app, there was a prototype, but the mentor advised that it should be fully scrapped.

### **2.2 Current stage**

Currently, the web app is ready for a beta release, as is the mobile app. Small events are shareable and manageable, but things such as booking spaces and direct payment still need more work.

It's possible to create events and invite attendees, all while maintaining the look and feel of an UA's application.

### **2.3 Problems found**

Gaining access to the repository was the first issue faced. It took two weeks, and although it might sound like it's not a big time frame, it's too long considering the amount of time available. Once access was granted, other problems were found.

The file describing the environment was incomplete too, making it harder for the team to understand the work. Once the requirements were settled and fixed, the project was finally able to run locally.

Considering the lack of documentation, a whole week was spent trying to understand the code, making slow progress. The fourth week has passed

having only minor changes in frontend. Considering a client's request, a major chunk of the project had to be changed again.

Some issues closed previously had to be reopened due to being incomplete or refactored. A recurring problem that is being faced is the slow communication with other departments connected to the work.

## **2.4 Changes**

Considering the issues listed above, and in spite of being the last planned team to work on the project before production, special attention is being taken in regards to documentation. Things such as creating sections of code and keeping an index of where changes need to be made when a new feature is implemented are small time investments that save time in the long run. This is by no means a formal documentation, but it's enough to make code navigation easier. When the project enters the post-production phase, this attention to detail will most certainly pay off.

Another approach is progress logging. When certain API calls are made, there are prints to signal them, as to make it easier to debug. These prints are not visible to the user and, once again, don't take long to implement and make a significant difference.

Communication is also key in projects with this scope. Considering that, there are weekly meetings with the mentor and the team is in constant communication to make sure that every member is on the same page, what needs to be done and if the solution is the best possible.

## **3 Development roadmap**

### **3.1 Priorities**

The main priority at the moment is to implement in-app payments and other external communications, such as the booking API. These, however, rely on work being done by other teams.

Another priority is creating a fully functional mobile app. This is not exactly a feature per say, but it's an important addition to the system, since it complements some features of the website.

### **3.2 Quality of Life**

Quality of life functionalities are also being taken into account, such as bilingual support, customizable websites for each event and statistics for the developers to help build a more pleasant experience for the user. However, these are long term functionalities that will probably only be implemented during the maintenance and patching phase, since these are not core functionalities.

### **3.3 Other tasks**

An important task that will be finished before the last delivery is statistics for each event - attendance rate, number of attendees per talk, and so on. This feature was discussed in the beginning of the project, however, it wasn't seen as important as it is. Given the change of mind, this feature went from a long term goal to a short term one.

Another short term goal is the possibility of creating a custom email when inviting an attendee to an event. This isn't as important as the features deemed as high priorities, however, it's a nice addition that will make each event feel different to the user, enhancing the user experience overall.

Other useability and maintenance features will be added, but those fall between short and long term features - they aren't exactly needed to have a functional application but still supplement the system.

### 3.4 Calendar

Taking in consideration the methods chosen until now haven't been proven to be bad, this calendar follows the same logic as the one used internally. Instead of listing an amount of issues that have to be solved each week, it has been agreed upon a milestone list and deadlines. These milestones are defined by stages in development, meaning that certain milestones will necessarily have certain functionalities implemented.

This method has proven to work because each team member has their own schedule and speed. By defining milestones it's ensured that everyone will follow their own process, while still making sure a final product will be delivered on time.

Major milestone	Date	Features
Web app ready for release	21st of May	Payment API should be fully integrated. Demonstration to the client.
Mobile app ready for release	28th of May	Mobile functionalities should be hand-in-hand with the stage of the mobile app. Mobile app must be tested by the client.
Quality of life	4th of June	Non prioritized issues should be fixed until then, and some quality of life functionalities may also be integrated, if time allows it. These functionalities must be approved of and tested by the client.



Final touch-ups	11th of June	Final look through the project, no new functionalities but the already finished ones should be studied and, when necessary, refactored.
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