STIC

25 YEARS
instituto de telecomunicações

universidade de aveiro

Eventos.UA

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PEI 20/21: Prof. José Rafael, Prof. Osvaldo Pacheco, Prof. José Vieira, Prof. Cláudio Teixeira

Mentors: Prof. João Paulo Barraca, Prof. Cláudio Teixeira

PRODUCT

What is Eventos.UA?

Online platform

Accessible platform to gather all the event's information

Organize events

Create, manage and attend events with one app

Resources

Django, PostgresSQL, Docker and additional API's
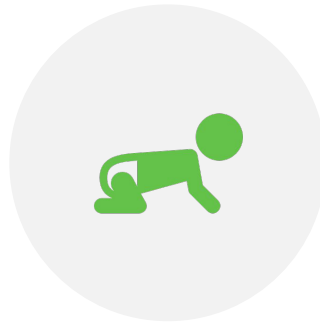
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Prototype

First stage

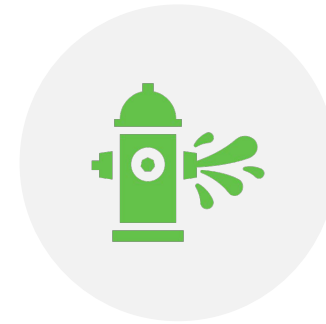How it was when the project first started

Documentation

Barely there and often contradictory

Features

Some were done, but the project was not ready to be completed

Broken environment

Docker files weren't well configurated, missing requirements,...

Current stage

Where development currently is

Small events

Events are creatable, with some limitations

Mobile app

The mobile app is in development, and hand in hand with the webapp

Look and feel

Web app has the same look and feel as other University websites

Problems found

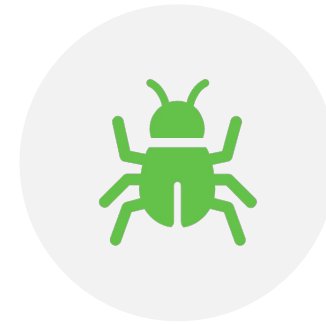Problems that the team faced and either solved or is working to solve

Slow communications

When it comes to meeting with other teams, wait times are month long

Knowledge

Most team members weren't proficient with some of the technologies used

Previous teams' mistakes

Supposedly closed issues, lack of documentation, contradictory doc,...

Things we're doing differently

What we learned with dealing with other teams' work

Documentation

Always document, even if haphazardly

Progress logging

Certain calls now print that they have been made, as to make debugging easier

Communication

Communication is key, so we meet with our mentor every week and are always available to talk to each other
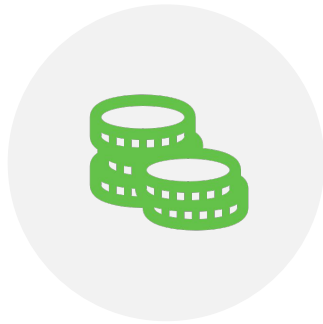
Development roadmap

Priorities

Core functionalities

In-app payments

The API is available, we only need to integrate it with the rest of the project

External APIs

We're relying on work done by other teams, such as the booking API to do this

Mobile app

We want to release the website alongside the app, and we're close to that stage

Quality of Life

Functionalities that aren't necessary to have a functioning app that are still necessary.

Bilingual support

Page will be available both in Portuguese and English

Customization

Allowing customization for each event page would make each event feel different

Statistics

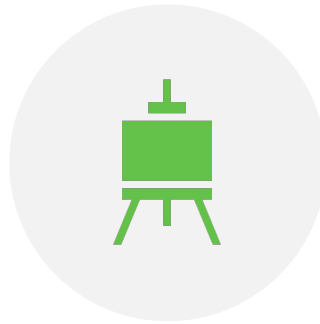Sending statistics to the developers would help to scope out problems

Other objectives

Objectives that will be added at some point

Statistics

Sending statistics emails about certain events to their organizer

Custom email

Letting event organizers send custom emails depending on the event

Ease of maintenance

Sending emails to the development team when critical errors (500) occur would help scope out errors

Calendar

Web app ready for release

21st of May

> Prioritized issues should be solved

> Demonstration to the client

Mobile app ready for release

> Same requirements as above

28th of May

Quality of life

4th of June

> Non prioritized issues

> Quality of life updates

> Tests with the client

Final touch-ups

11th of June

> Final look through the project, no new functionalities

> Final tests and refactoring when needed

Demo

Thank you

Eventos UA

"An informed campus is an active campus"