



firebase

PartyUp

Group #1:

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What is PartyUp?



Lessons Learned

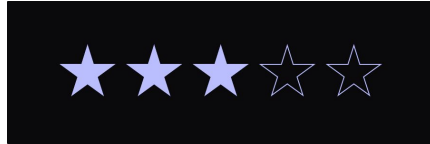


1. Overestimate how much time everything takes
2. Outlining specific tasks is vital to a successful project
3. Teamwork is the most efficient way to figure things out
4. Assign people positions that play on their strengths
5. Always keep backups of code in case things break

Scope Comparison (did not complete*)

Major Deliverables

- Rating/History
- Registration
- Paypal*
- Joining/Leaving
- Hosting
- AdMob



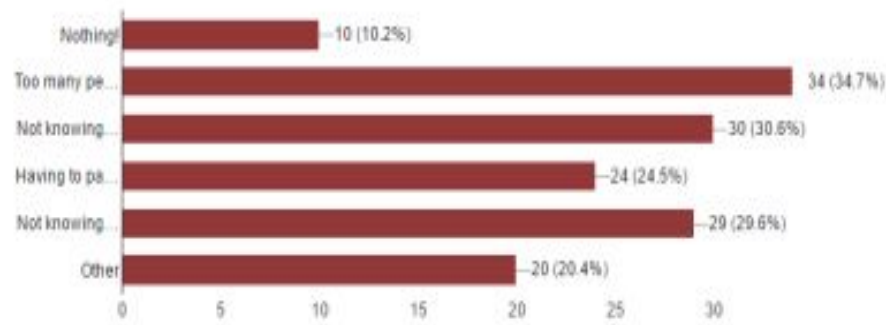
Nice-to-haves

- Detailed Profiles*
- Animations*
- History

Future Deliverables

- Google API*
- GPS Location*
- Ticket system*
- Other Payment methods*
- Expanding to outer area*
- Android*

If yes, what would you change about parties? (98 responses)



DEMO



User Feedback

1. We decided to use the same people from the prototype testing, and some new users. We decided this so that we could get some fresh viewpoints on the app, while also gathering opinions on the features that were suggested to us by the original testers.
2. Overall the reception of the app was positive. The previous testers were happy with the added features and how they were implemented.
3. The new testers found the app intuitive and easy to use, and those that were confused liked the clarity of the user manual.

Descriptions of Manuals



Systems Manual

1. Goes through every “screen” of the application
2. Includes a sort of glossary of swift functions
3. Can be useful for future use as it goes through the logic and flow of the app

User Manual

1. Detailed overview of how to use the app
2. Screenshots are included to make the steps easier to follow
3. The User manual was written from the perspective of a new user
4. No confusing language was used for the sake of clarity

Future Plans

1. Applying things learned from experience to future projects
2. Moving on to bigger and better things



Conclusion



Q/A?

