

Feedback from External

Good points

- The external liked the idea and the main functionality of the overall system.
- The external didn't complain too much about github, (so keep using github as usual.)

Bad Points

- UI on the mobile app is bland.
- Get hold of a graphic designer to help with the colour scheme.

Improvement

- Make use of push notifications when a user has been invited to events and for posts such as liked and flagged statuses.
- Make use of a rating system after an event has concluded to help gain insight as to who is credible and reliable.
- The website needs to focus on reporting and needs to do something different instead of just reflecting numbers from the mobile app (needs more complexity). Usage of line graphs to indicate the number of events currently taking for a single user or a group of users based on a category such as a skill or genre.
- Event history in the website shows a list of completed events and the people that attended.

Feedback from Mr Grieves

Good points

- A good workflow of our team during presentation as we made use of user scenarios (Credit goes to Mr Blauw) (A lot of other teams lacked good presentation skills)
- We stood in the correct positions and did not block the audience's view.

Bad points

- Bland UI on the mobile and needs some tweaking.
- He emphasized again the blandness
- <https://blog.hubspot.com/marketing/color-theory-design>
- https://medium.com/@Adoriasoft_Com/mobile-app-design-14-trendy-color-schemes-2669b5bb77d3

Improvement

- Add skills to event creation to show information such as which skills are required to help users decide if they want to join the event.
- Events should facilitate some interaction between users so an event messenger for people within the event can communicate with each other. (This is a nice to have feature which can be looked at after event skills and reviews are implemented.)
- Need help bubble for the website and mobile app.