Reserva
Book on the GO

MOBILE APPLICATION DEVELOPMENT TEAM BRAVO ASSIGNMENT
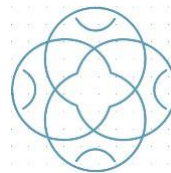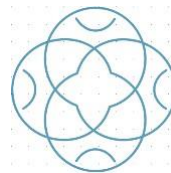
Table of Contents

App Description

Reserva is a one-stop solution for event planning. Reserva app entitles you to efficiently create, book, and view events. With only a couple of taps, a user can smoothly create an event. Users can also view and book events with a couple more taps. Users can even purchase multiple tickets if they wish to. Five tickets can be booked at an instance. If a user has created an event, this delivers the privilege of seeing the statistics for that event.
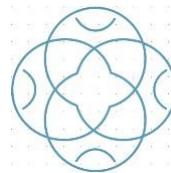
Journal of Challenges

Virtual Collaboration

Working in a face-to-face team can become very time-consuming, for this reason, our group communicated mostly through Discord. This mode of communication worked well but sometimes it was required that we meet in person. Unfortunately, some of the team members were in Tulsa, while others were in Stillwater. In addition, all our team members were very busy. This made meeting in person very difficult to plan.

One way we overcame this challenge was by taking advantage of Discord's voice channels. Although this was very helpful at times, it was also restricted as we were still not face-to-face. Eventually, we started to create when2meet events allowing each team member to submit their availability. This lets us create our meeting times as efficiently as possible.

Source control also became very tedious while working in a team. Ensuring everyone was branching, pulling, pushing, and merging correctly took a little while to get the hang of.

Swift IDE

Swift executes in a manner such that it doesn't harm itself or its data. As beginners to Swift, this became extremely challenging. For example, Swift often does not allow you to force unwrap. We had many errors relating to this in development.
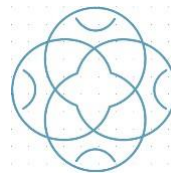
Package Manager

During the middle to end stages of development, we encountered a challenge regarding which package manager to use. Initially, the team attempted to manage the project's packages programmatically within Swift. The team soon learned this was going to become extremely tedious.

After some discussion, we considered using Cocoa Pods, although after some research we found that each developer would be required to install Cocoa Pods on their machine. This was going to be difficult for this specific project as multiple different developers would be working on the project and the TA/professor would be required to install it as well.

The team eventually decided we would use a third-party package to manage packages within our project.

Setup on a Mac

1. Open XCode.
2. On the left-hand side of the dashboard, select "Clone an existing project".
3. If the project has been shared with you via GitHub, you may select the project from the selection pane. Otherwise, copy the project's URL and paste it into the URL field. Click the "Clone" button.
4. Once the project has loaded, ensure that you are using the "iPhone 11" simulator.
5. Click the start button near the top left corner to start the simulation.
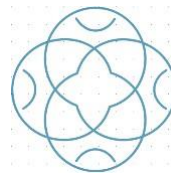
User's Guide

Setting up an Account

On the launch of the application, the user will be greeted with a very simplistic and sleek user interface.

- Two buttons will be visible, "Sign Up" and "Login".
  - First-time users should select "Sign Up". This will prompt the application to create a new account. The user must fill out all the fields. The password must contain eight characters and include at least one letter, number, and special character.
  - Returning users should select "Login". This will allow the user to input their E-Mail address and password.
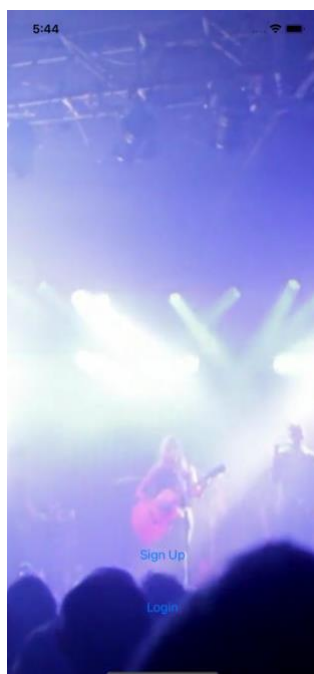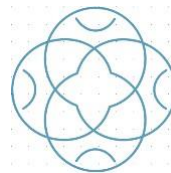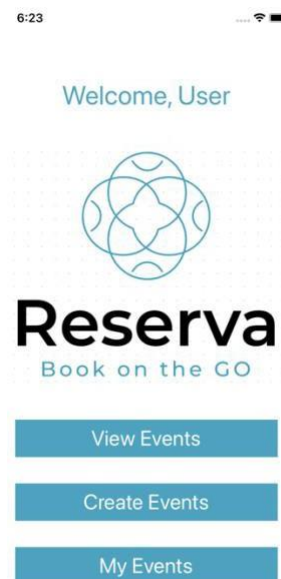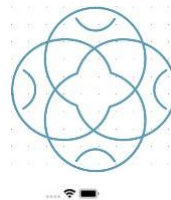
Dashboard

      After the user has either created an account or logged in, they will be presented with the dashboard.

- Three options will be present, "View Events", "Create Events" and "My Events".
    - To view current events, the user must select "View Events". This will show all current events displaying their name, start date, and time in a quick view format. The user may select an event to view more details. The bottom of the screen contains a button to view past events in the same format. To return from both screens, the user must select the "Back" button at the top left of the screen.
    - If the user wishes to create an event, they should select "Create Events". This will present the user with multiple text fields requesting information such as the name, description, location, start time, and date as well as the end time and date. The user can select "Submit" once all the fields have been filled to create the event. The user can select "Cancel" or "Back" to return to the dashboard.

- To view statistics on events created by the user, they can select "My Events". This view will display a pie chart representing total tickets sold.

Side Button

The application is equipped with a side button in the top left of the dashboard. There are two options within this button, "Profile" and "About".

- Users may view their profile using the "Profile" button. This will display basic data about the user's profile including first and last name, as well as the user's E-Mail address.

- Users may also view information about the application by using the "About" button.
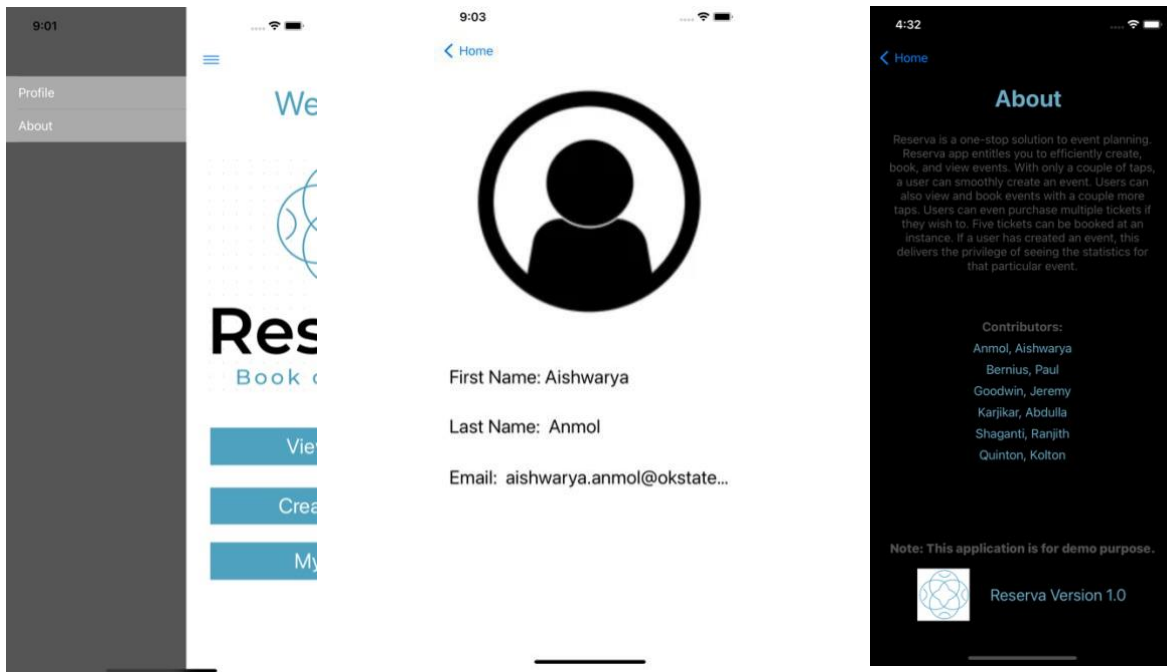
Viewing, Booking, and Creating an Event

- If a user wishes to view events, there are two event viewing screens. These are visible after selecting "View Events".
  - Upcoming events are displayed upon selecting "View Events". The user is presented with a quick view of all the upcoming events, but they may select an event to view more details and purchase tickets.
  - If the user wants to view past events, they may click the button at the bottom of the screen titled "View Past Events". This will display a view like the "Upcoming Events"
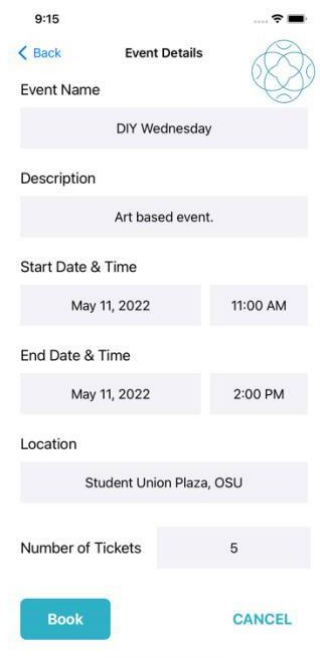
view, but the user will be unable to purchase tickets since the event has already passed.

  o To purchase a ticket, the user must select an event from the "Upcoming Events" view. Once selected, the user may enter the number of tickets they wish to purchase. After, the user must click the "Book" button to book their reservation.

- If the user would like to create an event, they may do so by selecting "Create Events" from the dashboard.

  o Once in the "Create Events" view, the user will be presented with numerous fields requesting data about the event. Once all fields have been completed, the user may select the "Submit" button to confirm the creation of their event.

  o The application is equipped with a reminder function as well. The application can remind users when their created event's start date is nearing.

  o The requested information for an event is:
    ▪ "Event Name"
    ▪ "Description"
    ▪ "Start Date & Time"
    ▪ "End Date & Time"
    ▪ "Location"