









We Out Social Hangout App



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App Overview

Purpose

Allow a user to plan casual events

- Create an account and add friends
- Create events and invite friends to them
- Events consist of date/time, location, and description
- View events you have accepted
- View, accept, and reject event invites





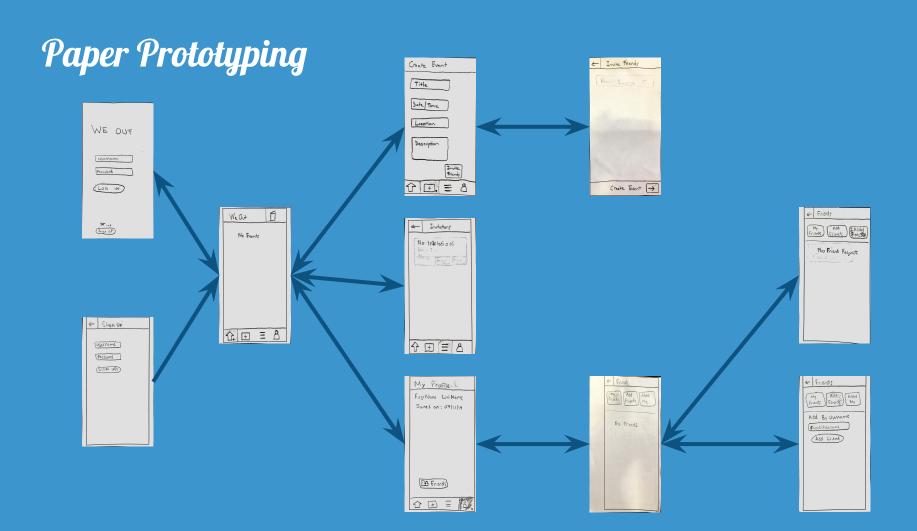


Target Audience

People who are looking to hang out with different friends casually.

Benefits

- No need for multiple group chats
- No need to text each friend individually
- No need to make a facebook event
- Fast and easy to see who is available
- Consolidate hangouts in one place



Project Checkpoint #1: Proposal

Feature 1: Accounts



- Register an account
- Login screen for existing users

Feature 2: My Profile



- Add friends
- View current friends
- Accept/reject friend requests from others

Feature 3: Events



- Create events
- Accept/reject event requests
- View accepted events

Project Checkpoint #2 : Accounts

MoSCoW Analysis

Must have

- Sign up and create an account by filling in text
- User receives feedback via Toast messages
- User is able to login in later on with same account created

Should have

 Click on "Remember Me" on login screen

Key Issues Found By Users

- Not enough info for Friend requests
- Selecting Date and Time in the Create Event Screen
- Organizer vs. Attendee for an event
- Bland color scheme

Done for Next Checkpoint

- Store username along with full name in Firebase
- Make the text views for date and time initially blank
- Add a symbol to each cardview on events home feed to distinguish if you're an organizer

Project Checkpoint #3 : Friends

MoSCoW Analysis

Must have

- Details of user on My Profile Section
- Friends tab
- Add Friend tab
- Friend request tab

Should have

 See first and last name of user on My Profile

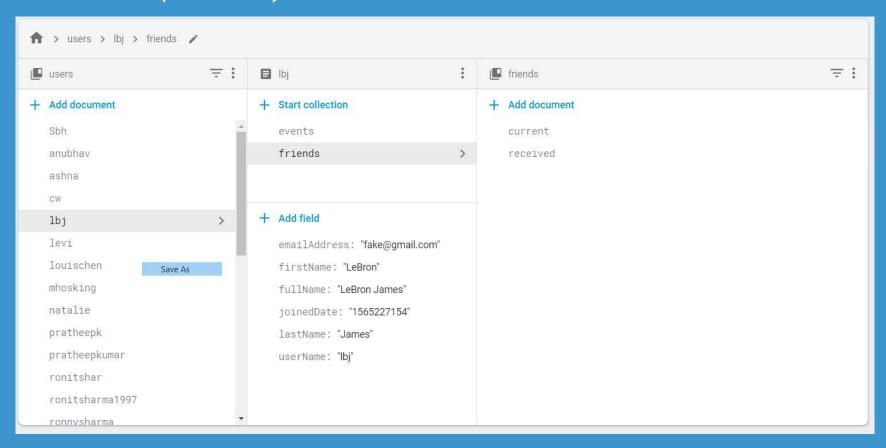
Key Issues Found By Users

- Typing in multiple words into add friend
- Wasn't sure if add friend was successful

Done for Next Checkpoint

- Limit username in "Add Friend" tab to one word
- Add snackbar and clear edit textbox if friend request sent successfully

Database (Friends)



Project Checkpoint #4: Events

MoSCoW Analysis

Must have

- Create an event and invite friends
- Accept or reject events
- View details for events you have accepted

Should have

- View details for events you have been invited to
- Delete events as an owner

Extra

Leave an event as an attendee

Key Issues Found By Users

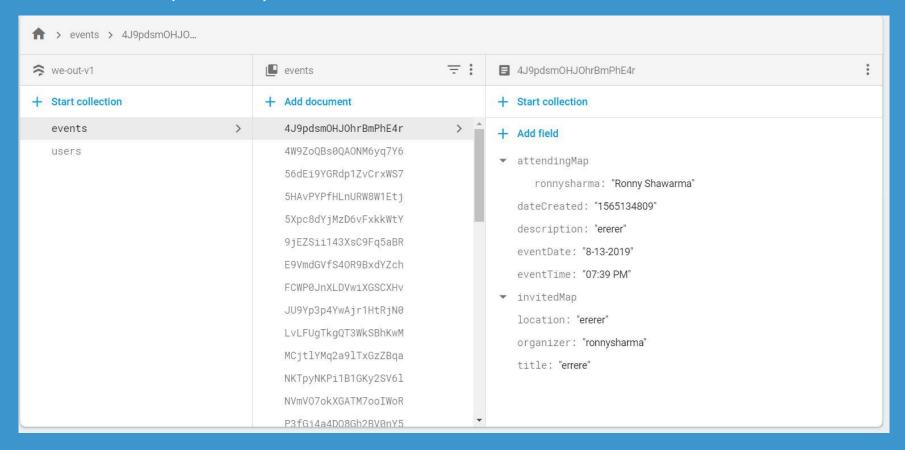
- "Sign up" TextView was not obviously clickable
- Multiple word username
- Create event page had "event" in each header
- EditText to add a friend was not cleared after friend request sent successfully



Done for Next Checkpoint

- Limit username to one word
- Clear EditText for adding a friend if the friend request sent successfully
- Remove headers from create event page
- Adjust color and format for "Sign up" TextView

Database (Events)



Project Checkpoint #5

Key Issues Found By Users

- Back button wasn't intuitive
- Color of notification bar
- Change icon for leaving event as a non-owner
- Non-lowercase username

Done for Final Submission

- Optimize database change handling (events + friends)
- Optimized fragment creation for Tab Layouts

Future Direction

- Chats
- Edit Events
- Remember Me checkbox
- Optimize calls to firebase
- Notifications
- Backend to clean out events that took place 24 hours ago
- UI Changes (icons, general design)
- UX Changes (hide keyboard, override back button)

In Class Demo

- 1. Register a new user.
- 2. Add a friend.
- 3. Accept friend request.
- Create event.
- 5. Accept event.
- 6. Leave event (as non-owner).
- 7. Refresh.
- 8. Delete event (as owner).