# Summary

This event planner is a simple way to allow people to collaborate together to schedule hangout times that include food and games.

A user can create an account on the site and then begin scheduling events. If their friends are not in the system yet, then they can invite them via email or Facebook message. Once an event is created the event coordinator should be able to perform the following actions:

* Invite friends
* Remove friends
* Update their the date and time of their events
* Update their event titles and descriptions
* Cancel an event
* Add / remove food items they like to bring to events:
  + To their profile
  + When accepting an event invitation
  + When planning an event
* Add / remove games they like to bring to events:
  + To their profile
  + When accepting an event invitation
  + When planning an event

Users who are attending the event should be able to do the following:

* Decline an event invitation
* Re-accept an event invitation
* Add / remove food items they like to bring to events:
  + To their profile
  + When accepting an event invitation
  + When planning an event
* Add / remove games they like to bring to events:
  + To their profile
  + When accepting an event invitation
  + When planning an event
* Suggest other friend invitations to the event coordinator.

# Model High Level

* Users
  + Users should have the following properties:
    - First name
    - Last name
    - Email
    - Phone number
    - Profile pic (from Facebook)
    - List of events they are coordinating
    - List of events they are invited to
    - List of events they are attending
    - List of events they are not attending
    - List of food items they can / want to bring
      * These can be re-used from event to event
    - List of games they own and can bring to an event
    - List of their friends (note: a user can have a friend on their list that is not reciprocated)
    - Event update notification options (email or Facebook message)
* Events
  + Events have the following properties
    - Title
    - Description
    - Location
    - Coordinator
    - StartDateTime
    - EndDateTime
    - List of food items
    - List of games
    - List of people invited
    - List of people who accepted
    - List of people who declined

# Controller High Level

* Home
  + Index – this view will have the following items:
    - A list of all events the user is hosting
    - A list of events that the user is invited to. There will be text next to each event indicating allow the user to accept or decline the invitation
    - A list of events the user has accepted. Each item will have a link allowing the user to decline the invitation.
    - A list of the events the user has declined. Each item will have a link allowing the user to accept the event invitation.
* Event
  + Create
  + Edit
  + Delete
* Account
  + Create Food Item
  + Edit Food Item
  + Delete Food Item
  + Create Game
  + Edit Game
  + Delete Game

# Business Rules

The following delineates the expected behavior of the application:

* Users
  + Authentication:
    - If user inputs the wrong user name or password, the system should return the following message: **Unable to login. Invalid user name or password.**
  + Authorization:
    - Only the user who created an event can modify / cancel it. Anyone else should be redirected to the login page.
  + Registration:
    - The following fields are required:
      * Username
      * Password
      * Confirmation password
      * First name
      * Last name
      * Email
    - The following fields are optional
      * Phone number
      * Notification preference (email or Facebook message. Default is email)
  + Event planning
    - Event creation
      * The following fields are required:
        + Title
        + Description
        + Date
        + Start time
        + End time
      * The following fields are optional:
        + People invited
        + Food items they will bring

If the user has scheduled a prior event, then provide a list of food items from past events

* + - * + Games they will bring

If the user has scheduled a prior event, then provide a list of games from past events

* + - * If the if the end time is < than the start time, assume that the event will go past midnight and adjust the end date / time accordingly
    - Event editing
      * If an attendee of invitee is removed from the event they should receive a notification
      * If the event date / times change, all invitees and attendees should receive notifications
      * If the user removes a food item or game from the event. That item will remain in the user’s personal list in their profile.
      * If the if the end time is < than the start time, assume that the event will go past midnight and adjust the end date / time accordingly
    - Event cancelation
      * If an event is cancelled than all invitees who have been invited or accepted should receive a notification per their notification preference.
  + Invitations
    - Accepting / Updating
      * When a user accepts an event invitation, the coordinator should be sent a notification with the following information
        + Food items the user will bring
        + Games the user will bring
      * The user may update the list of food items and games as many times as they want prior to the event start time
    - Declining
      * When a user declines an event, the coordinator should be sent a notification with the following information. The system should allow the declining invitee to supply a message with the notification.
* Exceptions
  + Unhandled exceptions should be logged to an error log table in the database and the following message displayed to the user: an unexpected error occurred. Please contact the system admin.

# Next Phase

Add a count to food items indicating how many people it will feed. Add a count to the game items indicating how many people can play.