EVENT.IT

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**Project Overview**

Our project will be a web app to connect users to events going on in their area. They will select their location and then the app will provide them with a selection of nearby events along with details as to the date, price (if applicable), location, etc. This information will be provided by other users, who upload the event details through their own user account. Events will be sorted based on popularity (events will have a tick counter) and distance options (slider, text box).

Event data will be associated with a particular User, who will be the Event’s “Owner”. Events will have comment boxes to communicate with the Owner. In addition, users who sign up to an event will have access to instant messaging properties with other users in that event, through Socket.io. Each Event will have a map object of its location, relevant data (description, external links, max number of attendees, the current number of attendees, date, expiration date). The Event’s owner will have a list of all users who have signed up for the Event.

**Three Course Technologies**

* React for UI
* Firebase for user authentication/security - We will keep commenting, messaging, and “I’m Going” functionality locked unless the user is signed in. Anybody can see the events, but only those who are signed in will be able to interact with them.
* Socket.io for instant messaging functionality between users (if we do cover it in class) - We want to allow users to contact an event’s owner directly to ask questions. This will be done in conjunction with a comment system on each event, which will be public to everyone.
* Redis (for search history) - We expect that users will search for the same locations a number of times, so we will store these searches in Redis to quickly access this data.

**Two Independent Technologies**

* Socket.io for instant messaging functionality between users (if we don’t cover it in class)
* Google Maps Javascript API (for map functionality)
* D3.js to display the maps (after getting data from Google Maps)
* Cypress.io (for end-to-end testing)
* Webpack (to pack front-end separately from backend)