

EasyEvent

A Simple Event Share,
Subscribe and Enroll System

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What is EasyEvent

EasyEvent is a simple, handy, mobile based application which can let user create, share, subscribe, enroll for any event you want.

Functional Requirements

1. The system shall allow guest to sign up a new account.
2. The system shall allow guest to sign in to system.
3. The system shall allow user to create topics.
4. The system shall allow user to view all topics created by other users.
5. The system shall allow user to edit the details of topics.
6. The system shall allow user to delete topics.
7. The system shall allow user to create events under a topic.
8. The system shall allow user to modify the details of events.
9. The system shall allow user to delete event he/she created under a topic.
10. The system shall allow user to subscribe events created by other users.
11. The system shall notify the user if the detail of an event he/she subscribe has been changed.

Non-Functional Requirements

1. The sports shall be updated every hour.
2. The login credentials shall be validated in less than 60 seconds.
3. The latest events shall be placed first in the list of events.
4. The details of the event modified by the user shall be updated in less than 2 minutes.
5. The events shall be deleted in less than 2 minutes.
6. The user shall be notified about the changes made in the events in less than 10 minutes.
7. The number of latest events shown on the home screen shall be less than 10 minutes.

The SDLC Method We Use

Iterative

- Why we choose iterative?
 - Basic Requirements are well known
 - Additional Requirements may need to be further defined
 - Useable product will be delivered at each end of iteration
 - Some core functionality can be developed quickly and early in the life cycle

Deliverable of Iteration 1

- Use Case Diagram
- Prototype of Application with functionalities meeting the requirements.
- Come up with additional requirements.
- User Interface Design Prototype.