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**November 12, 2024**

**3-3 Project One**

**Project Goals**

This project aims to create a mobile app that helps users track upcoming events. The app will focus on easy-to-use features for managing event dates and times, making it reliable. It will also include a notification feature to remind users about their scheduled events on the day they happen, making planning easier.

This event-tracking app will consist of the following major components:

1. Database with Two Tables:
   * One table will store event details, including event name, date, time, location, and additional notes.
   * The second table will store user login details, including usernames and encrypted passwords.
2. Login Screen:
   * This screen will serve dual purposes: it will allow users to log into their accounts or create new accounts if they haven’t used the app before.
3. Event Display Screen:
   * A grid view will display all upcoming events, providing a quick overview of scheduled activities.
4. Event Management Mechanisms:
   * Users can add and delete events from the database through intuitive interface options.
   * Each event entry will include options to input the event's time, name, and general information.
5. Notification System:
   * A built-in notification feature will alert users on the day of an event, ensuring they don’t miss important activities.

**Users**

The Event-Tracking App serves two main types of users: the Mobile2App Company, individual users, and power users. General users want an easy way to track important events and get reminders. They need a simple interface to quickly add, view, and manage events without any hassle.

Other users, like professionals or students with many deadlines, require more advanced features. They need customizable reminders, organized event categories, and easy navigation.

Both user types need secure logins, quick access to their event list, an easy way to add and edit events, and reliable notifications to stay organized. The app will provide a clear and simple design that effectively meets the needs of all users.

**UI design**

The Event-Tracking App has four main components: a login screen, an event display screen, an add/edit event screen, and a notification feature.

Users start at the login screen to log in or create an account. After logging in, they access the Event Display Screen, which shows upcoming events, where they can add, edit, or delete events.

To add an event, users tap “Add Event,” which leads to the Add/Edit Event Screen, where they can enter details like the event name, date, and time. On event day, reminders are sent through the Notification Feature, allowing users to return to the Event Display Screen.

**code design**

The Event-Tracking App helps users manage events through simple screen interactions. Users begin at the login screen, entering their username and password. After a successful login, they access the Event Display Screen.

This screen shows upcoming events using the (upcoming events function) to fetch data. Users can add new events on the Add/Edit Event Screen by entering details like name, date, and time, which are saved back to the database with the save event details function.

The app checks for scheduled events daily and sends notifications linking users to the Event Display Screen. This process keeps everything current and easy to navigate.