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1 Project Description

I plan to make a scheduling service application similar to doodle.com. The following sections will describe the features and how I plan to implement the application on iOS.

1.1 Critical Features

- Allow users to copy a shareable code to the meeting scheduler "room".
- Allow users to see a calendar with timeslots that people are available on.
- Will notify participants if all of the people who were invited all submitted their availabilities.
- Allow all participants to vote on a meeting time if there is are multiple.
- Will allow the winning timeslot to be added to the calendar

1.2 Lower-priority Features

I will choose to do one or more of these features.

- Users can choose/vote on a map for meeting place.
- In-room chat for notifying participants

1.3 Critical Frameworks

1. **AlamoFire**: for making network requests to a server.
2. **EventKit**: For accessing the calendar to add the event
3. **Starscream**: Websocket Library. Send room-specific information to server

1.4 Optional Frameworks

I'll be using one or more of these depending on what feature I plan to implement.

1. **MapKit**: For displaying possible meeting locations (May not use this)
2. **MessageKit**: For the chat (May not use this)

1.5 Timeline

Week	To do
Feb 25	Idea accepted. Get initial server with test routes running.
Mar 04	Continue working on API
Mar 11	Draft application UI
Mar 18	Start working on application
Mar 25	Integrate API with application
Apr 01	Finish up application
Apr 08	Work on optional additional features
Apr 15	Work on optional additional features
Apr 22	Work on optional additional features
Apr 29	Finishing touches to application