# Contents

# 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

#### 1.5.1 Week 5 *<2019-02-18 Mon>*

#### 1.5.2 Week 6 *<2019-02-25 Mon>*

#### 1.5.3 Week 7 *<2019-03-04 Mon>*

#### 1.5.4 Week 8 *<2019-03-11 Mon>*

#### 1.5.5 Week 9 *<2019-03-18 Mon>*

#### 1.5.6 Week 10 *<2019-03-25 Mon>*