EVENT ORGANIZER APPLICATION

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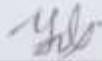
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EVENT ORGANIZER APPLICATION

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Thesis submitted in fulfillment of the requirements
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ABSTRAK

Pada masa kini, merancang satu aktiviti bukan satu tugas yang mudah kerana ia memerlukan penyelarasan daripada semua orang yang terlibat dalam aktiviti sama ada untuk perancangan aktiviti ataupun pelaksanaan aktiviti. Kesibukan orang pada masa kini dan jarak antara satu sama lain telah menjadi factor penyumbang utama kepada perbincangan yang buruk terutamanya semasa penyampaian maklumat aktiviti. Projek ini bermatlamat mengkaji aplikasi perancangan akitiviti yang sedia ada dan menghasilkan satu aplikasi perancangan aktiviti. Metodologi Pembanguna Aplikasi Rapid (RAD) telah digunakan dengan bahasa pengaturcaraan iaitu Java. Android Studio telah digunakan untuk membangunkan aplikasi yang dicadangkan. Aplikasi yang dibangunkan ini berjaya dibangunkan dengan fungsi asas aplikasi perancangan akitiviti bagi pengurusan aktiviti dan beberapa fungsi khas untuk memudahkan perancangan aktiviti, penjadualan, dan komunikasi antara orang-orang seperti nota, dialog perbualan, peringatan, notifikasi dan lain-lain. Semua fungsi ini membantu pengguna untuk mengadakan komunikasi yang baik, mempunyai pemahaman yang lebih baik mengenai aktiviti dan mengurangkan risiko tertinggal apa-apa maklumat mengenai aktiviti. Aplikasi ini boleh dipertingkatkan lagi dengan membangunkan aplikasi ini dalam platform lain dan membolehkan aplikasi tersebut digunakan walaupun tiada internet.

ABSTRACT

Nowadays, organizing an event is not an easy task as it needs alignment with everyone involved from planning till the event implementation. Also, hustle and bustle life of people nowadays and geographical distance have become main factors that contribute to poor communication on event especially during information passes down. This project studies on existing event organizer applications and develop a mobile application platform for event organizing. Rapid Application Development (RAD) methodology is being used in this project with Java programming language and code development in Android Studio environment. This developed application successfully integrated basic event organizer functions for event management and some special functions to ease the event planning, scheduling, and communication between people such as event note, chat, reminder, push notification and etc. All these functions help user to establish proper communication, have better understanding about event and reduce the risk of missing any information about event. This application can be further improved by developing in vary mobile platform and allow user to access it during offline mode in the future.

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LIST OF ABBREVIATIONS

APK   Application Package Kit

RAD   Rapid Application Development

SMS   Short Message Service

SQL   Structured Query Language

UAT   User Acceptance Testing

CHAPTER 1

INTRODUCTION

1.1 Project Background

Nowadays, people like to have event or gathering with friends especially teenagers and adults. These event or gathering can be a high tea, birthday party or even a trip. Other than gathering with friends, people may have family gathering once a month or even once a week that may not only involve family but also relatives. In order to held a successful gathering or event, it is important to organize the event before the actual date. Starting from creating the event, many processes and criteria have to be taken into consideration such as inviting people, making certain decisions which are regarding venue, date, time and so on. It is not surprise to find out that some people cannot organize these gatherings effectively due to geographical distance and busy with their works which then result in poor event organize or events failure.

Due to certain factors that may affect the forming of events. Thus, mobile phone becomes the most convenient media to connect people. In 2016, an estimated 62.9% of the population worldwide already owned a mobile phone. By 2014, around 38% of all mobile users were smartphone users. By 2018, this number is expected to reach over 50% (The Statistics Portal, 2018). Since the smartphone user is growing rapidly, mobile application become a potential and huge market for businesses. Various kind of mobile applications are being launched in order to simplifier human daily tasks. Mobile application becomes one of the primary human needs.

Therefore, a mobile application that provides event organize features is being proposed. User is able to create events easily and organize them well. This is going to help user who like to have events or gathering in more efficient way.

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1.2   Problem Statement

To organize events or gatherings is not an easy task for people. Each organizer has to go through certain process such as who and how should be invited, where and when should the event being held. The host has to confirm the details of event such as date, time and venue with every people involved. It can be said that organizing an event is a time consuming task. Some events or gatherings cannot be settled by one face-to-face meet up such as trip, birthday party and so on. Since people now are busy with their work and daily stuffs, they cannot attend to the discussions every time. As a result, some people cannot propose their ideas and follow up every details of the events process. Thus, the events may not go as well as every people hope it will be.

Besides, people nowadays may not able to have a discussion face-to-face due to geographical distance especially for adult who commit to work. They may stay far away from each other which causes them unable to have actual communication for the events that are going to be held. As a result, the events would not go as smooth as it should be.

Most of the event organizer applications in the market are developed for company or professionals that involved in big and formal events such as conference, meetings, festivals and so on. For example, Whova. They are not suitable for informal and small events such as gatherings, birthday party or even trip with friends and family.

1.3   Objectives

The objectives of this project are:

    i.   To compare existing event organizer application.
    ii.   To develop an event organizer mobile application.
    iii.   To evaluate the proposed mobile application.

1.4   Scope

The scope of the project are

     i.   To study the existing event organizer applications.

    ii.   Implement the event organizer application where smartphone user with Android operating system will be targeted user.

   iii.   The implemented event organizer mobile application will not handle big events like conference, ceremony, seminar and so on, it will only support small events such as gatherings, birthday party, small-scale meeting and so on.

1.5   Significance

- Facilitate users in organizing events.
- Increase involvement of all users in the events.
- Enhance communication between users to have better events despite of geographical distance.

1.6   Thesis Organization

This thesis consists of five chapter. Chapter 1 briefly explains about the introduction of project which including problem statement, objectives, project scope, significance and thesis organization.

Chapter 2 will discuss about the literature review by exploring the existing application and compare these applications.

Chapter 3 will discuss about the methodology applied in this project to develop the application, hardware and software requirement and gantt chart for this project.

Chapter 4 will discuss about testing and result discussion as well as the user manual for the developed application.

Chapter 5 will cover the conclusion of this project, constraints of the developed application and future work that can be made to improve the developed application in the future.

CHAPTER 2

LITERATURE REVIEW

2.1   Introduction

This chapter explains about the literature review of existing applications that provide event organizer function to users. Three existing application is being selected to be discussed and studied over.

2.2   Existing System

Three existing application which are Beep, Whova and Bsociable will be discussed briefly and comparison will be done on those applications.

2.2.1   Beep

Beep is a personal event application that are created by Aardvard Media Pte.Ltd. It allows user to create event, organize event, send event invitation to his friends and track their attendance with features provided. Those features included Events, Notification, Chats, Share, Check-in Location and Awesome Deals.

Firstly, user is able to create event by using event features. User only requires to fill in the event details like event name, date, time, location and invite friend from friend list or phone contact number. User also can spread the event created to Facebook by using Share feature provided. Furthermore, Beep will save all the events that the user joined inside mobile phone calendar which allows the user to organize his schedule easily. Beep also will help highlight all the upcoming events and push notification to user when the event date is closer in order to remind user regarding the events. So that, the user will not miss any event that he joined.

Besides, Beep provides Chat feature which allow user to chat with each other. User is able to chat with his friends or group chatting with others who are involved in the same events. Besides, the check-in location service allows user to easily check in any destination. This helps the event host to check attendee attendance. Lastly, Beep will provide specialized awesome deals promotion to user where all of these deals promotion is offered by Beep's affiliated merchants. User can enjoy the promotion if they select those shops as their event venue.

Unfortunately, there are many flaws in this application. There are bugs in application where user may not receive verification message after register and connection problem when signing up an account.

Figure 2.1 Beep

2.2.2 Whova

Whova is a conference and event application which won the Best Event Networking Technology in year 2016 and Event Technology Awards (ETA) in year 2017 (Whova, 2018). It is the most widely used event application by professionals for corporate event, conference and other occasions. However, it is not recommended for those who want to organize informal and casual events or gatherings because it is developed for people and company that always organize big event such as conferences, festivals, community gatherings and so on. Unfortunately, the event organizer has to pay according to the size of events and any service option that is used by organizers. The features that the application provided are Agenda, Message and Scan Card.

For Agenda, user can search and join any event or conference from the event list. User can be stayed informed about the session and speakers as Whova will list all the session on each event day. User can add the session into his own personal agenda

and set reminder. During the session, attendee is able to communicate with the event host and provide feedback and leaving comment, clicking like, rating the session.

Whova helps user to know more about people that they meet in event by allowing user to build a comprehensive profile. User is able to view all other attendees professional background information and plan in advance who to meet, what to talk about to each attendee during event. With Message feature, user is able to reach out to each other via in-application messages either by one-to-one chat or group chat. Furthermore, during or after the event, user is able to collect e-business card by scanning and quickly store their contact information electronically. This enables the user and other attendee stay in touch.

Other than the features being mentioned above, Whova also allows user to create surveys to collect feedback, document sharing and note taking. The attendee also can instantly upload photos on social media network like Twitter.

However, there is a limitation of Whova. User is only allowed to create event through website. When creating the event, user needs to fill in the online form for the event name, number of attendees and location. Then, Whova will charge the user based on this information and publish the event to event list.

Figure 2.2 Whova

2.2.3   Bsociable

Bsociable is a social calendar and event organizer application which taking into consideration of every individual schedule when planning the event. It is suitable for the use from small reunion until big corporate event. It auto-sync the calendar within user social group after permission is given by other users. So that, the user is able to check the available date of all the user who are involved in the same event. This allows user to plan and create events easily and quickly. The features provided are Events, Calendar, Chats, Dietary Preference, Integrated Map and Location Service.

For Event feature, the user starts with creating event and inviting friends into group event. The event details such as date, time and venue is set after that. The user is able to view his own calendar to check the events that he created and be invited to. With the calendar feature, the user is able to view other user calendar once the permission is given. It speeds up the planning process where the user is able to pinpoint the available date of all other user and choose the suitable date. For Group Chat feature, Bsociable provides a messaging platform not only for group chatting but also allows user to send and receive video, photo and audio. Furthermore, the Dietary Preference feature allows the user to set and suggest the food for the event. With the Integrated Map and Location Service, the user can use the integrated map to reach the event destination while event host is able to estimate the arrival time of invitees by tracking the invitees before two hour of the start time of event.

Unfortunately, there is bug in application. For example, do not receive secure code when user forgets password.

Figure 2.3 Bsociable

2.3 Comparison on Existing System

There are differences on the three existing event organizer applications. Table 2.1 shows the comparison of Beep, Whova and Bsociable.

Table 2.1 Comparison on Existing System

System	Beep	Whova	Bsociable
Application	Mobile Application	Mobile Application	Mobile Application
Platform	• Requires Android 4.0.3 or later. • Requires iOS 8.0 or later.	• Web application for Blackberry and Windows phone. • Required Android 4.1 or later. • Requires iOS 8.0 or later.	• Required Android 4.4 or later. • Requires iOS 9.0 or later.
Feature	• Join, Create Event, Invite People • Calendar • Chat • Share • Check-in Location • Awesome Deals Discount	• Join, Create Event, Invite People • Calendar • Chat • Share • Scan E-business Card, Share Document, Slide, Note Taking	• Create Events, Join, Invite People • Calendar • Chat • Integrated Map and Location Service • Dietary Preference
Limitation	• Bugs (Register fail,	• Event organizer is	• Bug (do not receive

	connection problem)	required to be charged based on size of event and service option used. • Only allow user creates event through website	secure code)

After comparing the existing event organize applications, most of the applications provide similar features such as creating, joining event, invite people, sharing the event on social media network, chat and calendar. For the Beep and Bsociable, both of the applications provide feature that helps the event host to know the arrival of invitees. This helps the event host to check which attendee attends the event. For Whova, it provides the features such as scan E-business card, sharing documents, slides and note taking which are not provided by Beep and Bsociable. Furthermore, Bsociable not only provides chat as Beep and Whova do, it enhances the chat feature by allowing users to send and receive video, audio and photo. Sometime, Beep will provide specialized awesome deals promotion to user where all of these deals promotion is offered by Beep's affiliated merchants but Whova and Bsociable do not provide such feature.

For the limitation, both Beep and Bsociable do have bugs where Beep user may not receive verification message after register and connection problem when signing up an account while Bsociable user do not receive secure code when the user forget password. Since Whova is a conference and event application that is developed for professional, it will charge the user based on the event information and it only allows user to create event and fill in the online form for the event name, number of attendees and location through their website.

CHAPTER 3

METHODOLOGY

3.1 Introduction

Each system project requires a proper methodology to develop the system which also can be called as software development methodology. It is a structure approach that acts as guideline during development process of system in order to ensure that the system achieves the objectives. This chapter will discuss about the software development methodology that is applied on this project to develop an event organizer application. In this project, Rapid Application Development (RAD) methodology is chosen.

3.2 Methodology

Rapid Application Development (RAD) is an iterative and incremental software development methodology which only involves minimal planning or no planning in the development stages. With less planning throughout the development stages, changes can be made easier during the development process. Any later requirements also can be added during development stages since it is based on iterative model. As Rapid Application Development (RAD) allows functional modules to be developed in parallel which then assembled to be a complete product, it helps reducing the development duration (Tutorials Points, 2018). There are four stages in Rapid Application Development (RAD) which are Requirements Planning, User Design, Construction and Cutover. The figure 3.1 shows the RAD life cycle.
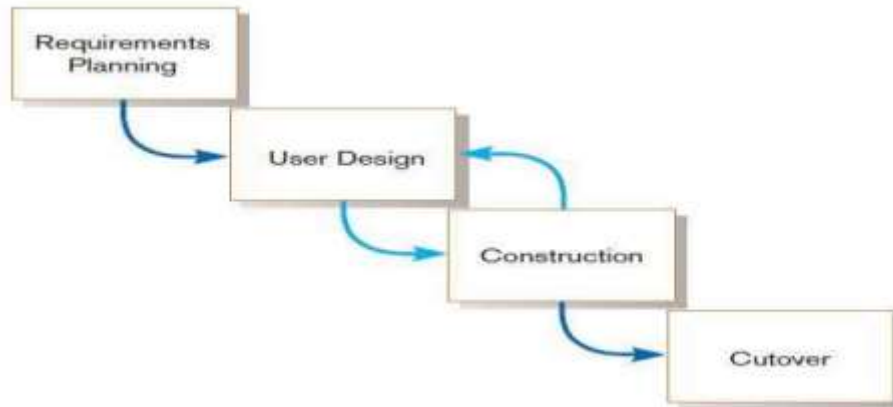
Figure 3.1 RAD Life Cycle

Requirement planning stage involves rough agreement on project scope and application requirement. In this stage, a general understanding regarding the application is established which involved title for this project, problem statement, scope, method and tools that will be used to develop the application.

During user design stage, the requirement associated with the proposed system will be analysed and the model that represent the system process will be shown by using context diagram and use case diagram.

For construction stage, it involves construction of the system where the application coding will be implemented. The improvement or any changes also can be done through this stage in order to produce a desired proposed system. In this stage, the proposed system will be coded, tested and integrated to produce an acceptable outcome.

During cutover stage, the system will be debug to ensure that it runs well with no error. Client will interact with the system to evaluate and give feedback for the application based on their requirement.

3.2.1 Context Diagram

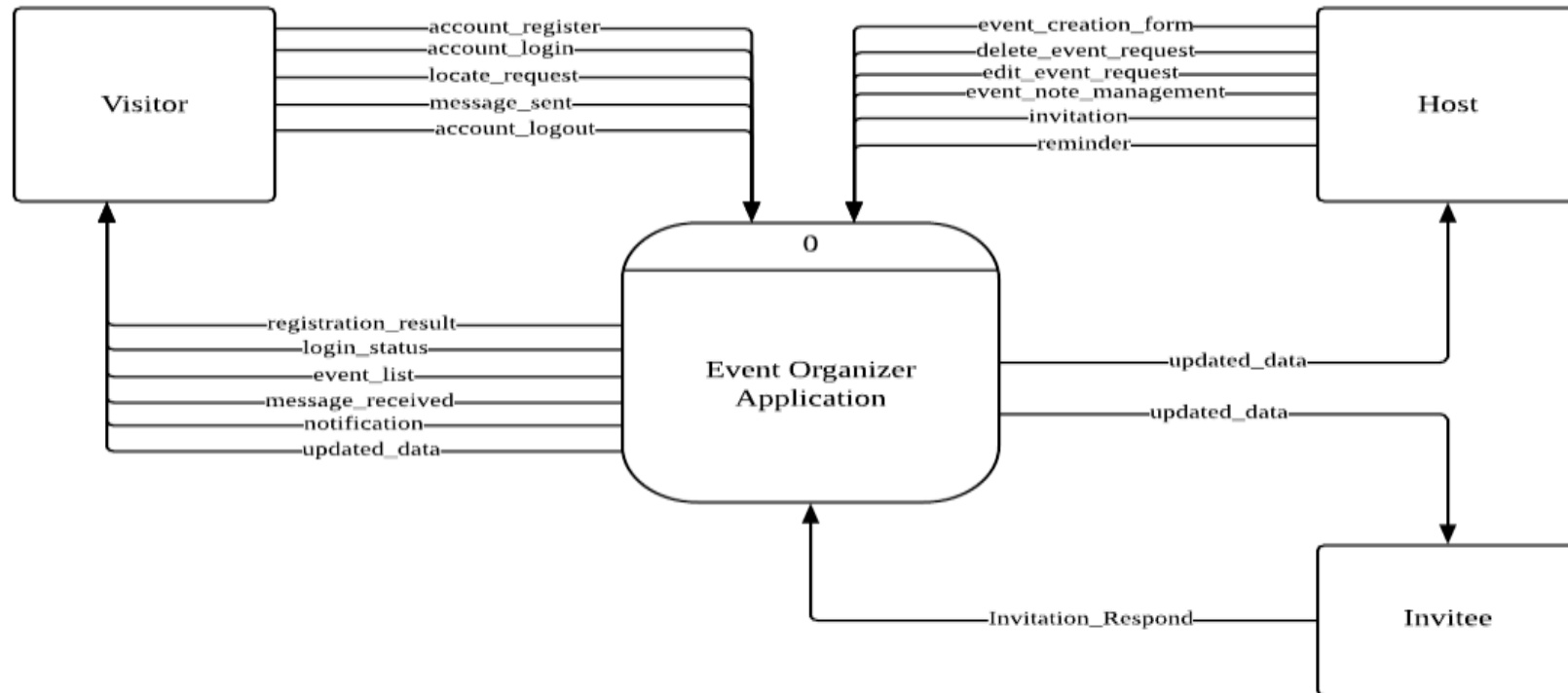Figure 3.2 shows the context diagram for event organizer application.

Figure 3.2 Context Diagram

3.2.2   Use Case Diagram

Figure 3.3 shows the use case diagram for event organizer application.
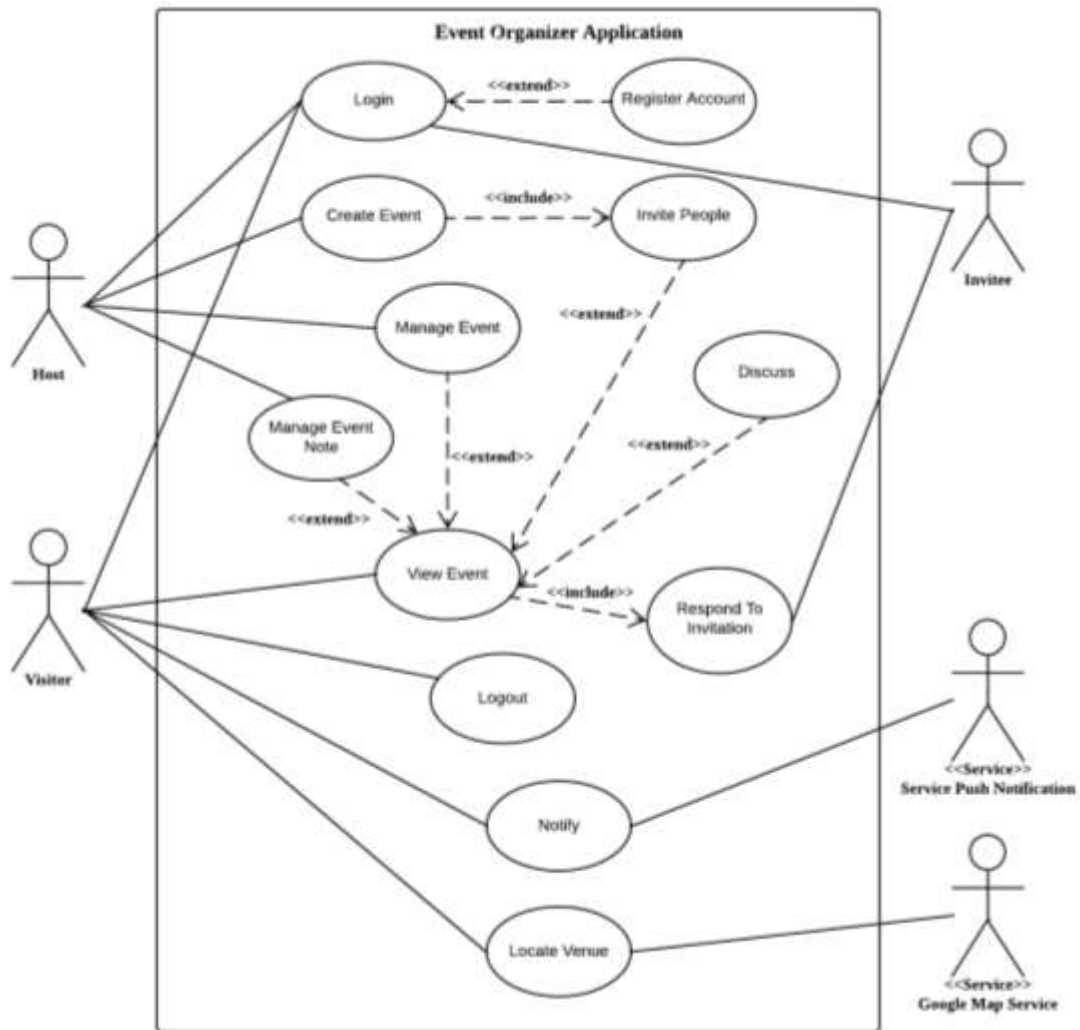

Figure 3.3 Use Case Diagram

3.2.3   Package Module

The package modules of event organizer application are shown as below.

i.   Register Module

        This package is for user to register an account.

ii.   Login Module

        This package is for user login into application by entering phone number
        and password.

iii.   Create Event Module

This package is used by user to create event by fill in event name, date, time and location.

iv.   Invite People Module

This package is used to invite people into event and event discussion room.

v.   View Event Module

This package is for user to view the event that he joined and created including date, time, location and so on.

vi.   Discussion Module

This package is used by the users to discuss about the event that they joined.

vii.   Manage Event Module

This package is used by host to delete event and edit the event details such as event name, date, time and location. It also used by host to set reminder.

viii.   Manage Event Note Module

This package is used by host to add and delete event note.

ix.   Locate Venue Module

This package is used by user to locate the venue for the event and guided by google map service to reach the venue.

x.   Notify Module

This package is used to notify user regarding the incoming chat message.

xi.   Logout Module

This package is used by user to logout.
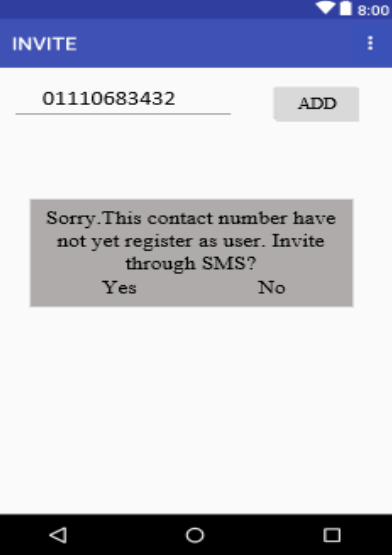
3.3 Propose Interface
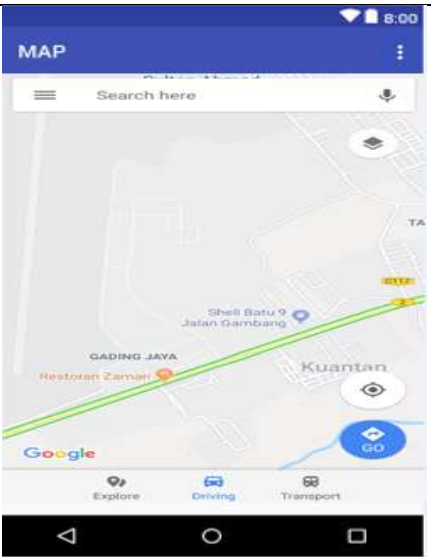
Table 3.1 shows the propose user interfaces of event organizer application.
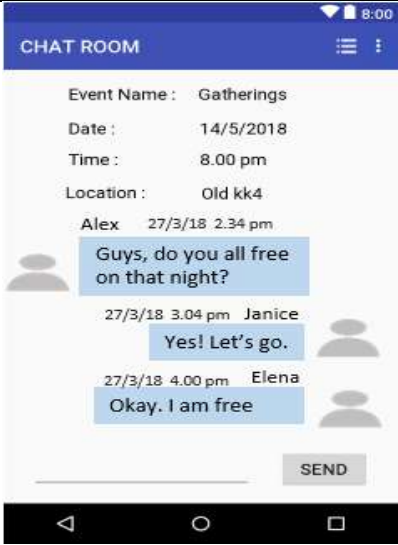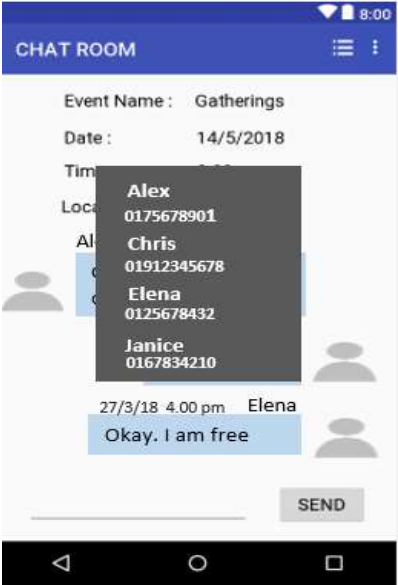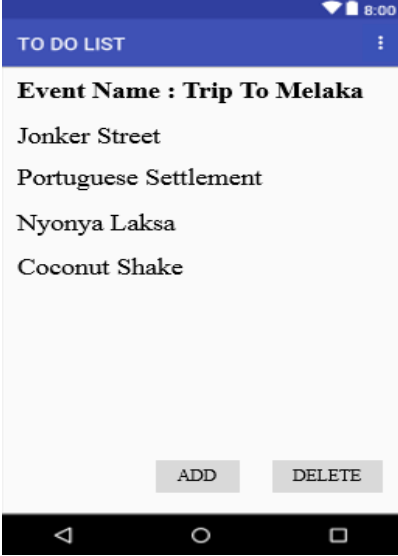
Table 3.1 Propose User Interface

User Interface	Description
	Login page of the application.
	Sign up page for the application. If user do not have an account yet, he have to sign up an account.

	Main page of the application. It shows two functions which are creating event and viewing event that the user joined or created.
	Page for user to create event by filling event name, date, time and location.
	Display calendar for user to select the date for the event.

	Display clock for user to select time for the event.
	Page for user to invite and add friend into event chat room. Dialog box pops up to confirm that the user want to add the contact number user which is the existing user to his created event.
	Page for user to invite and add friend into event chat room. If the contact number is not yet registered, dialog box will pop up to ask whether the user want to invite the contact number user through SMS or not..

HOST EVENT   + ⋮
 	
Family Gathering
17/6/2018   2.00pm   Port Dickson
 	
Trip To Melaka
14/7/2018   8.00am   Melak
       Invite
       Edit
       Delete
       Guide
	Page for displaying the event that the user created. By clicking the event showed in the list, the host will be directed to the event discussion room. By long click on the event, the host can invite people into his event, edit, delete the event and be guided to event destination.

JOINED EVENT   + ⋮
 	
Secondary School Gatherings
23/6/2018   7.00pm   Satay Zul
       Guide
Alice Birthday Party
02/8/2018   5.00pm   Bay Cafe
Langkawi
21/9/2018   5.00am   Lan
       Accpet
       Decline
	Page for displaying the event that the user joined which he was invited. By clicking the event showed in the list, the user will be directed to the event discussion room. The event that is waiting user to accept or decline invitation will be displayed in red colour. User also can be guided to reach event destination.

MAP ⋮ Search here Shell Batu 9 Jalan Gambang GADING JAYA Restoran Zaman Kuantan Google GO Explore Driving Transport	Page for showing google map to user and direct the user go to the venue of the event.

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	Page for user to discuss event details in order to confirm date, time, location and to follow up the event progress. User also can set up list about what to do for the event by clicking on list icon on toolbar.
	Page for user to know who will attend or interested in this event by clicking on the three dot menu item.
	Page for user to know what to do for the event. User also can add and delete the to-do list item.

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	Page for user to add to-do list item.
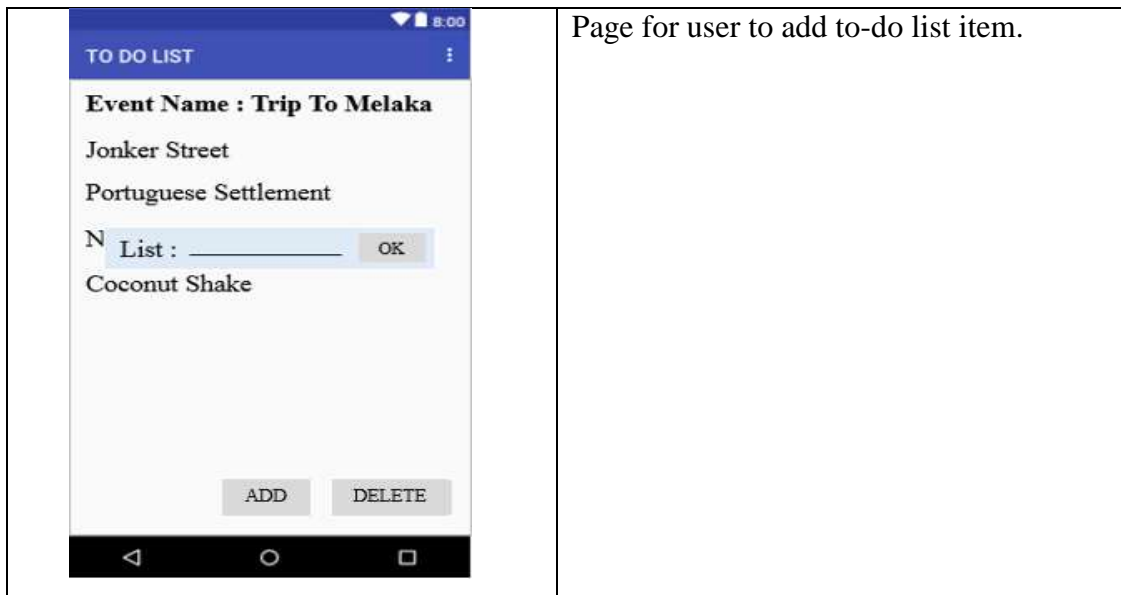
3.4 Hardware and Software Requirement

The hardware and software that are involved during the development of the application will be shown in the following subsection.

3.4.1 Hardware Requirement

Table 3.2 shows the hardware requirement throughout the whole project.

Table 3.2 Hardware Requirement

Hardware	Description
Laptop Mouse Keyboard	• To prepare documentation. • To design and develop application
Smartphone	• To test and run application.

3.4.2 Software Requirement

Table 3.3 shows the software requirement throughout the whole project.

Table 3.3 Software Requirement

Software	Description
Google Chrome	• To search information online
Microsoft word 2016	• For documentation purpose
Smartsheet	• For scheduling the gantt chart
Microsoft PowerPoint 2016	• To prepare presentation slide
Lucidchart	• To draw use case diagram and context diagram
Android Studio	• To code the application
Firebase	• Acts as application database.

3.5 Gantt Chart

Gantt Chart for this project is scheduled to show the estimated duration to complete the project. Refer to Appendix A.

3.6 Implementation

In this section, the implementation process of event organizer application will be discussed. Event organizer application will be developed by using Java programming language. The software application which is Android Studio will be used as text editor to write the application code and set up the application interface. The code will be stimulated on smartphone with Android operating system to run and test the application. Firebase which is a cloud-hosted NoSQL real-time database will be used to store application data.

CHAPTER 4

RESULT AND DISCUSSION

4.1 Introduction

This chapter will discuss about the testing result of this project where the event organizer application is being developed. Implementation and testing will be carried out as well to ensure that the application is free from bugs and achieves the expected outcome.

4.2 Testing and Result Discussion

4.2.1 User Acceptance Testing(UAT)

User Acceptance Testing(UAT) is used to test the functionality of the developed application. The testing will go through each functionality along with the interaction of user with the application. Thus, result is observed during testing where the relevant data will be entered by user. The functions included are sign up account, login, create event, edit event details, delete event, view event, invite people, accept or reject invitation, view calendar, manage profile, navigation, quit from joined event, view invitation status, view invitee information, view event note, add and delete event note, set reminder, send and receive chat message and receive push notification. This testing aims to detect the defect and ensure that the application is working fine. The full UAT is attached in Appendix B.

4.2.2 Result Discussion

After the user acceptance testing(UAT) is done, it proved that the event organizer application is working well. It meets all the objectives of this project and able to handle error or exceptions such as non-registered email login, left required field

blank when create event. From the UAT, the tester is unable to login with non-registered email and invalid password. The event also cannot be created if the required field left blank. Furthermore, all the functionalities that provided by event organizer application are able to perform well as they are tested as shown on Appendix B. The tester is able to sign up account, login, create event, edit event details, delete event, view event, invite people, accept or reject invitation, view calendar, manage profile, navigation, set reminder, quit from joined event, send and receive chat message, view invitation status, view invitee information, view event note, add and delete event note. Besides, the tester also successfully receives push notification when there is any incoming message, invitation is accepted or rejected by invitee, attendee quit from event, event note is added or modified by host, event details is updated by host, event is deleted by host. The event organizer application successfully passed the UAT which was done by testers as it able to perform well during the test.

4.3   User Manual

User manual is being established to provide guidance to user on how to use the event organizer application. It briefly describes functionalities of application, steps and constraints to use the application. The completed user manual can be referred to Appendix C.

CHAPTER 5

CONCLUSION

5.1   Introduction

As a conclusion, event organizer application is developed to help people to organize event effectively regardless of busy life and geographical distance. It provides a platform with various functions for people to handle event. The functions included are sign up account, login, create event, edit event details, delete event, view event, invite people, accept or reject invitation, view calendar, manage profile, navigation, quit from joined event, view invitation status, view invitee information, view event note, add and delete event note, set reminder, send and receive chat message and receive push notification. With chat function, user can communicate and discuss with each other easily. Better understanding about event flow can be achieved with the event note. With reminder and push notification, the risk of missing any event and information is reduced as the reminder can be set by host to remind the attendees about the event that will be organized soon and push notification will be received if there is any incoming chat message, invitation is accepted or rejected, attendee quit from event, event note is modified, event details is updated and event is deleted. Event organizer application is developed as mobile application which is convenient and easy for people to use at any time and everywhere. It successfully achieves the objectives with its features.

5.2   Research Constraint

Constraint for this project are

I.   Event organizer application is not able to perform well without access to internet connection as it requires internet for data transferring between database and application.

II.   Event organizer application can be used by Android smartphone user only.
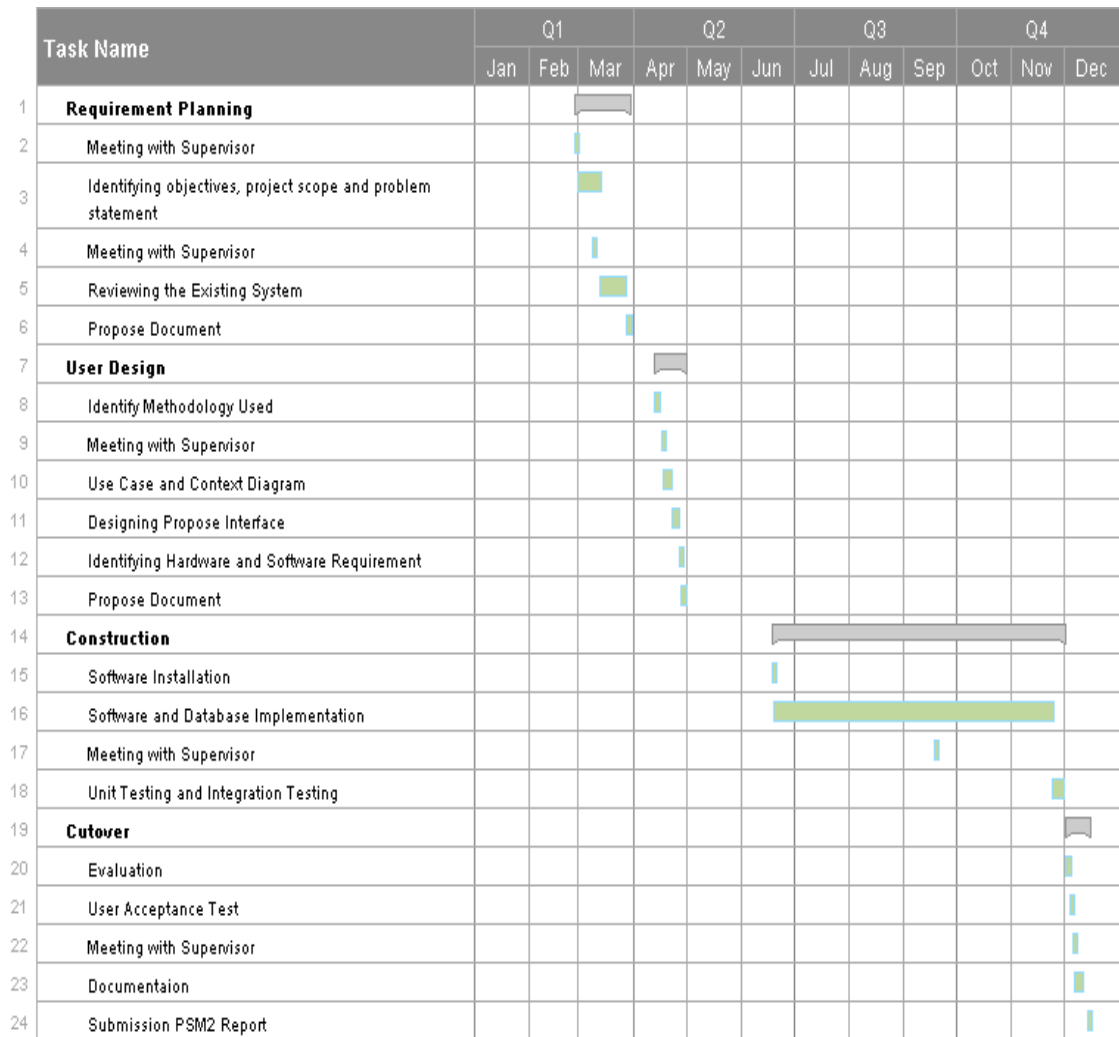
5.3   Future Work

Event organizer application is currently developed for Android smartphone user only. For future plan, it will be developed in vary mobile platform. Besides, it will be developed to allow access during offline mode which means that the application still can be used when there is no internet connection.

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APPENDIX A
GANTT CHART

Task Name	Q1			Q2			Q3			Q4		
	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
1 **Requirement Planning**			▬									
2 Meeting with Supervisor		▮										
3 Identifying objectives, project scope and problem statement			▬									
4 Meeting with Supervisor			▮									
5 Reviewing the Existing System			▬									
6 Propose Document			▮									
7 **User Design**				▬								
8 Identify Methodology Used				▮								
9 Meeting with Supervisor				▮								
10 Use Case and Context Diagram				▮								
11 Designing Propose Interface				▮								
12 Identifying Hardware and Software Requirement				▮								
13 Propose Document				▮								
14 **Construction**						▬			▬			
15 Software Installation						▮						
16 Software and Database Implementation						▬	▬	▬	▬			
17 Meeting with Supervisor									▮			
18 Unit Testing and Integration Testing											▮	
19 **Cutover**												▬
20 Evaluation												▮
21 User Acceptance Test												▮
22 Meeting with Supervisor												▮
23 Documentaion												▮
24 Submission PSM2 Report												▮

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APPENDIX B
USER ACCEPTANCE TESTING

1.0   **Testing Report**
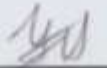
Event	Test Data	Expected Result	Pass/Fail	Comment
Login with valid email and password	Valid email and password	Login successfully	Pass	
Login with valid email but invalid password	Valid email and invalid password	Login failed	Pass	
Login with invalid email and password	Invalid email and password	Login failed	Pass	
Sign up with non-existed username and email	Non-existed username and email	Sign up successfully	Pass	
Sign up with existed username and non-existed email	Existed username and non-existed email	Sign up failed	Pass	
Sign up with non-existed username and existed email	Non-existed username and existed email	Sign up failed	Pass	
Create event with event name, date, time location	Event name, date, time and location	Event is created	Pass	

Create event with blank field	-	No event is created	Pass	
Edit existed event detail with latest information	Latest event name or date or time or location	Update successfully	Pass	
Delete existed hosted event	Click on "Delete"	Delete successfully	Pass	
View hosted, joined and pending event	-	View successfully	Pass	
Invite with existed email	Existed email	Invite successfully	Pass	
Invite with non-existed email	Non-existed email	Invite failed	Pass	
Invite with invited email that accepted invitation or still under pending	Email that accepted invitation or still under pending	Invite failed	Pass	
Invite with invited email but rejected invitation before	Invited email but rejected the invitation before	Invite successfully	Pass	
Invite with own email	Own email	Invite failed	Pass	
Accept invitation on "Pending" tab	Click on "Accept"	Accept successfully	Pass	
Reject invitation on "Pending" tab	Click on "Reject"	Reject successfully	Pass	
View Calendar	-	View successfully	Pass	
View Profile	-	View successfully	Pass	

Change email with non-existed new email with either valid current email or password or both	Current email, password and non-existed new email	Change email successfully	Pass	
Change email with non-existed new email with either invalid current email or password or both	Current email, password and non-existed new email	Change email failed	Pass	
Change email with existed email and valid or invalid current email and password	Current email, password and non-existed new email	Change email failed	Pass	
Change password with valid current password	Valid current password and new password	Change password successfully	Pass	
Change password with invalid current password	Invalid current password and new password	Change password failed	Pass	
Navigation	Click on "Direction"	Guide successfully	Pass	
Set Reminder	Click on "Reminder" And "Set"	Set Successfully	Pass	
Reminder Notify	Set date and time to be reminded	Receive Successfully	Pass	
Quit from Joined Event	Click on "Quit"	Quite successfully	Pass	
Send with blank	-	Send failed	Pass	

Send with message	Entered message	Send successfully	Pass	
Receive Chat Message	-	View successfully	Pass	
View Invitation Status	-	View successfully	Pass	
View Detail of Invitee	-	View successfully	Pass	
View Event Note	-	View successfully	Pass	
Add with blank	-	Add note failed	Pass	
Add with note	Entered note	Add note successfully	Pass	
Delete Event Note	Click on "Delete"	Delete successfully	Pass	
Incoming chat message	-	Receive successfully	Pass	
Invitation is accepted or rejected by invitee	-	Receive successfully	Pass	
Attendee quit from event	-	Receive successfully	Pass	
Event detail is updated by host	-	Receive successfully	Pass	
Event is deleted by host	-	Receive successfully	Pass	
Event note is modified by host	-	Receive successfully	Pass	

2.0   System Testing Approval

	Name	Date
Verified by: _(signature)_ ‾‾‾‾‾‾‾‾‾‾‾‾‾‾ Developer	TAI YIK TENG	07/01/2019
Verified by: _(signature)_ ‾‾‾‾‾‾‾‾‾‾‾‾‾‾ Client	DR. LIEW SIAU CHUIN Senior Lecturer Faculty of Computer Systems & Software Engineering Universiti Malaysia Pahang Lebuhraya Tun Razak, 26300 Gambang, Kuantan, Pahang Tel : 09-549 2524 Fax : 09-549 2144	07/01/2019

1.0   System Summary

1.1   System Configuration

Event organizer application compatible with only Android smartphone where the accepted minimum Android version is 7.0 (Nougat). Internet connection is required to access the application and perform any operation either retrieving data from database or saving data into database. The installation of this application is done by downloading the apk file into internal storage phone, which then install it. In this case, user have to allow the Google Chrome or any other browser in the phone that are used to download the apk file and turn off the Google Play Protect in order to install non-official application (Refer to figures below).

Figure 1.0: Apk Inside Local Storage
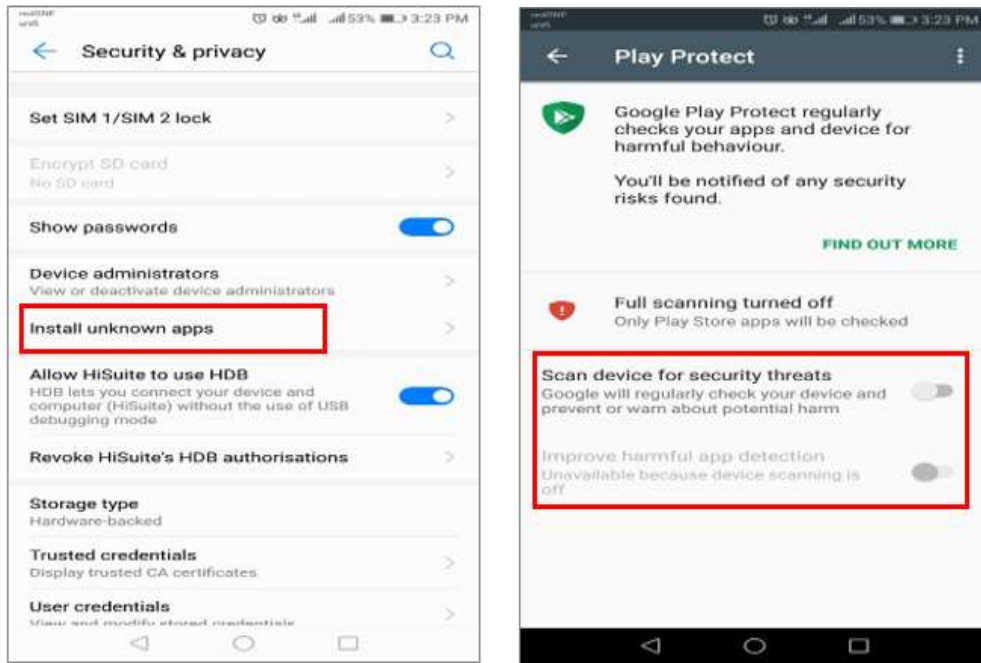
Figure 1.1: Allow Install Unknown Apps and Turn Off Google Play Protect

Figure 1.2: Application Installed

1.2   User Access Level

User of the event organizer application can be anyone who want to organize event. User access level is defined on the table below.

Table 1.0 User Access Level

Access	Login	Create	Invite	Edit	Delete	View	Direction	Reminder	Chat	Note	Push Notification
Unregistered User	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖
Registered User	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

1.3   Contingencies and Alternates Modes of Operation

- Data cannot be retrieved and save into database if there is no internet connection.

2.0   Get Started

2.1   Login

Figure 1.3 shows the login interface for event organizer application.

Figure 1.3 Login Interface

To login into the application

If user have an account

1. Enter registered email and correct password (minimum six character).
2. Click "LOGIN" button to login into application.
3. Once the login done, user will be directed to main page of the application.

If user do not have an account yet

1. Click "Don't have an account? Sign Up" in order to be directed to sign up page.

2.2   Sign Up Account

Figure 1.4 shows the sign up interface for event organizer application.
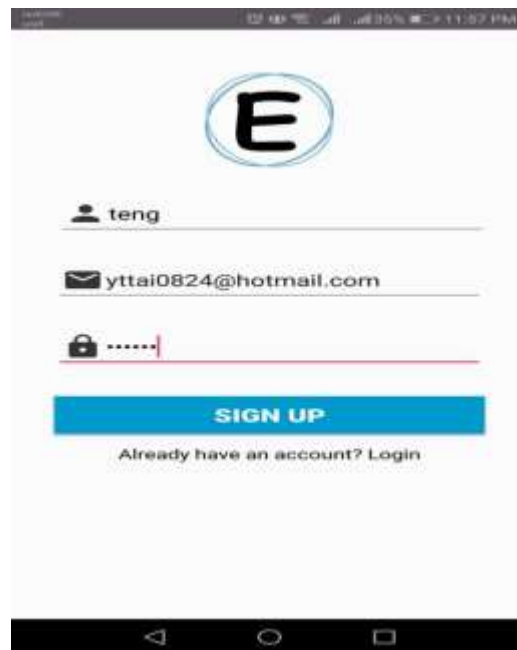
Figure 1.4 Sign Up Interface

To sign up an account

1. Enter correct information which are unique username, correct email address and password (at least six character)
2. Click "SIGN UP" button to sign up an account.
3. Once the registration is done, the user will be directed to login page.

If user already have an account

1. Click "Already have an account? Login" in order to be directed to login page.

2.3   Main Page of Event Organizer Application

Figure 1.5 shows the main page for event organizer application.

Figure 1.5 Main Page of Event Organizer Application

There are many functionalities on the main page of the application. Each functionality will be guided in the following part.

2.4   View Event

Figure 1.6 shows the event interface of the event organizer application.
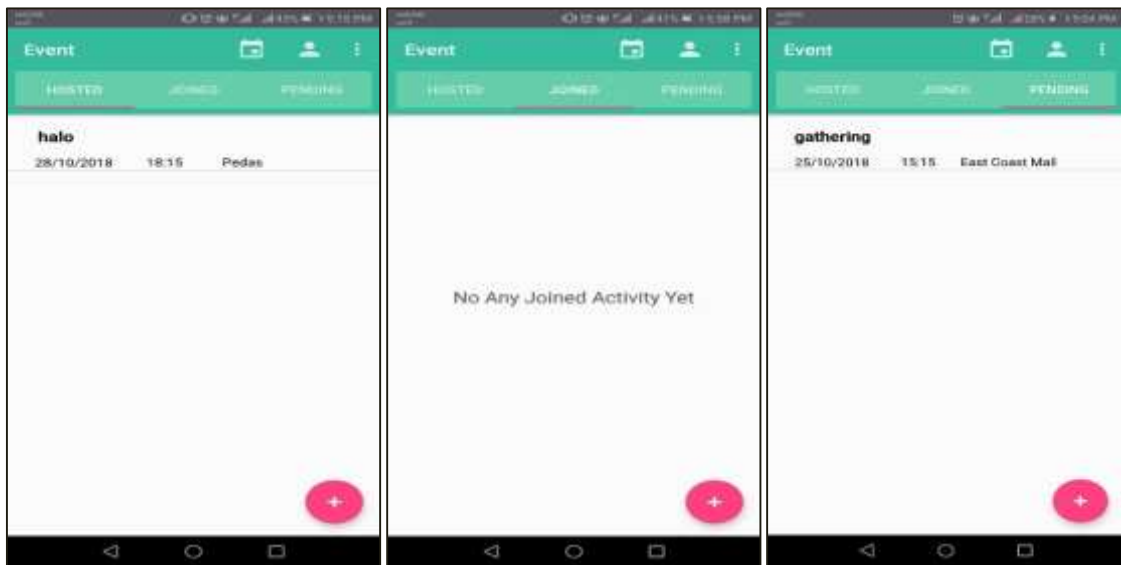
Figure 1.6 Event Page of Event Organizer Application

Once login, user is able to view the event that he hosted, joined and the pending event by clicking on the tabs or swipe between tabs. There are three tabs which are:

- First tab (HOSTED) : Event that are hosted by user.
- Second tab (JOINED) : Event that are joined by user.
- Third tab (PENDING) : Event that are under pending status, waiting respond from user either to accept or reject the invitation

2.5 Create Event

Figure 1.7 and Figure 1.8 show the create event interface for event organizer application.

Figure 1.7 Create Event Interface
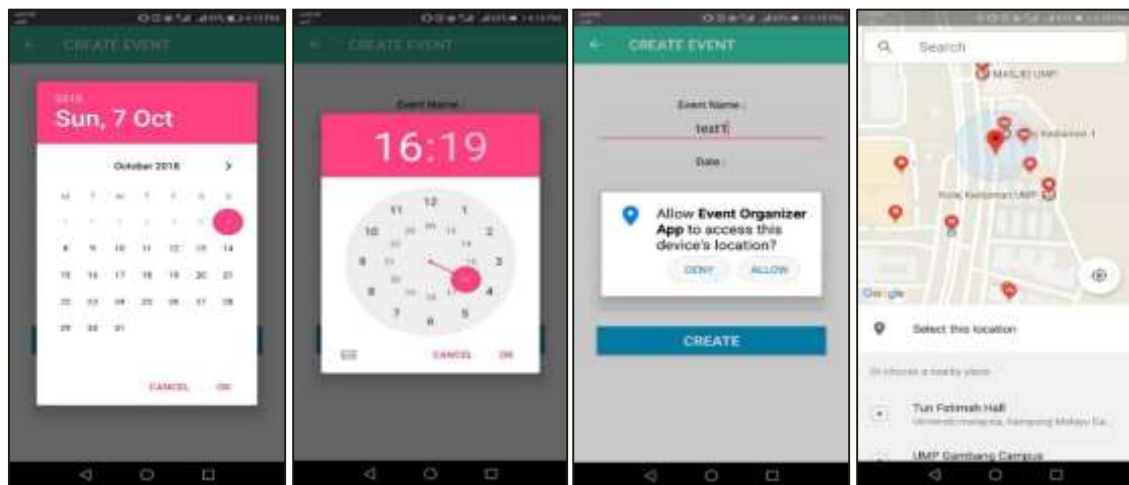
Figure 1.8 Date, Time and Place Picker Dialog

To create event

1. Click on No.1 to be directed to create event interface.
2. Enter event name.
3. Click on date field, date picker dialog is showed, select date.
4. Click on time field, time picker dialog is showed, select time.
5. Click on location field, click "ALLOW" for application to access device's location, select venue for event from place picker.
6. Click "CREATE" button to create the event.
7. User will be directed to invite page once the event is created.

2.6   Invite

Figure 1.9 shows the invite interface for event organizer application.
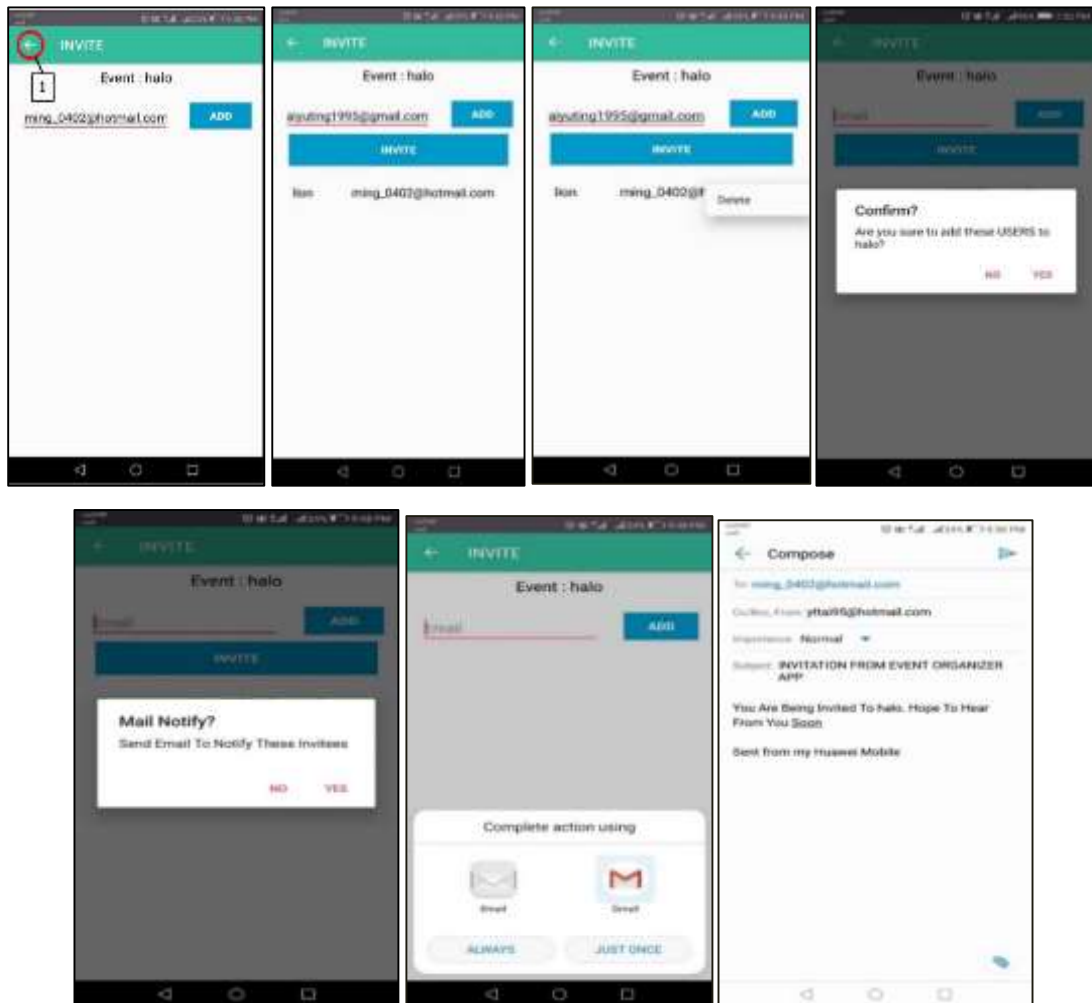
Figure 1.9 Invite Interface

To Invite People

1. Enter email address of the people that are going to be invited.
2. Click "ADD" button.
3. The entered email address will be put into invitation list.
4. Click "INVITE" button to invite the people that are added to invitation list.
5. "Confirm?" dialog pops up, click "YES"
6. "Mail Notify?" dialog pops up. If "YES", choose email application.
7. Send email to notify user.
8. If "NO", click No.1 to go back to main page of application.

To delete People from invitation list

    1. Long click on the people that you want to delete until context menu pops up.

    2. Click "Delete"

2.7   Edit Event Detail and Delete Event

Figure 1.10 shows edit event detail and delete event interface of the application.
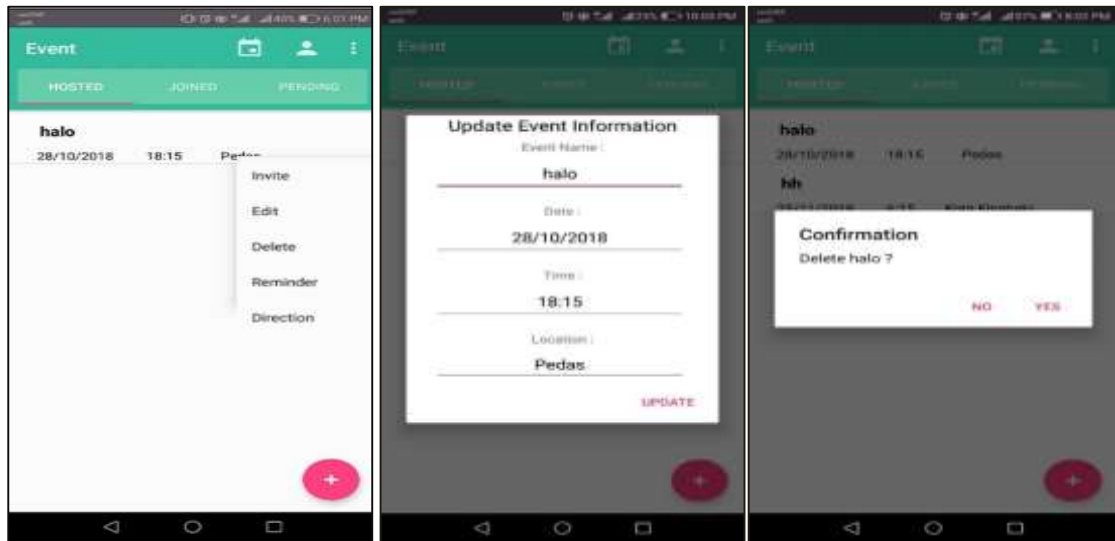
Figure 1.10 Edit Event Detail and Delete Event Interface

Only host of the event has the capability to edit the hosted event information and delete hosted event.

To edit event

    1. Long click on the event that you want to edit until context menu pops up.

    2. Click "Edit".

    3. A dialog pops up, edit or updated the event detail as you want.

    4. Click "Update" to update the event detail.

To delete event

    1. Long click on the event that you want to delete until context menu pops up.

    2. Click "Delete".

    3. Confirmation dialog pops up, click "Yes".

2.8 Accept or Reject Invitation

Figure 1.11 shows the invitation or pending event that waiting to be accepted or rejected.
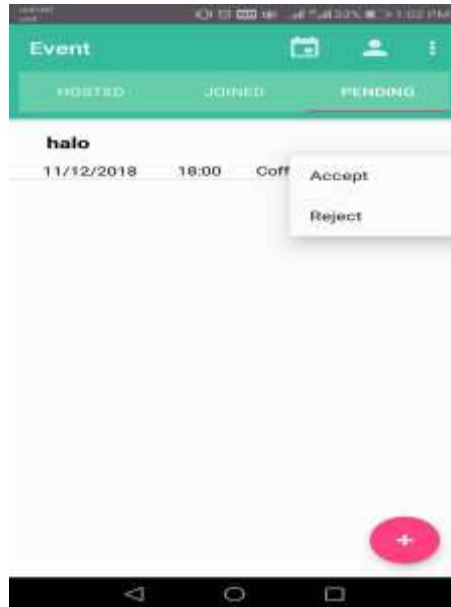
Figure 1.11 Invitation to be Accepted or Rejected

To accept or reject invitation
1. Go to "PENDING" tab.
2. Long click on the event that you want to respond until context menu pops up.
3. Select either "Accept" or "Reject" the event.

2.9   View Calendar

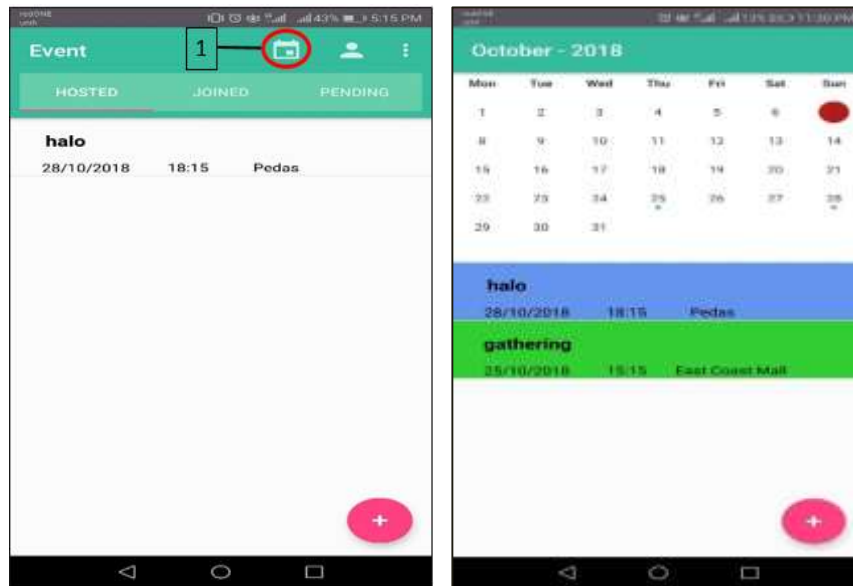Figure 1.12 shows the calendar of the event organizer application.

Figure 1.13 View Calendar

To view calendar

1. Click on No.1 to be directed to calendar interface (refer to right side picture of figure 1.13).

The hosted event is marked by using blue color and joined event is marked by using green color on the calendar. The currect day date is marked by using red color.
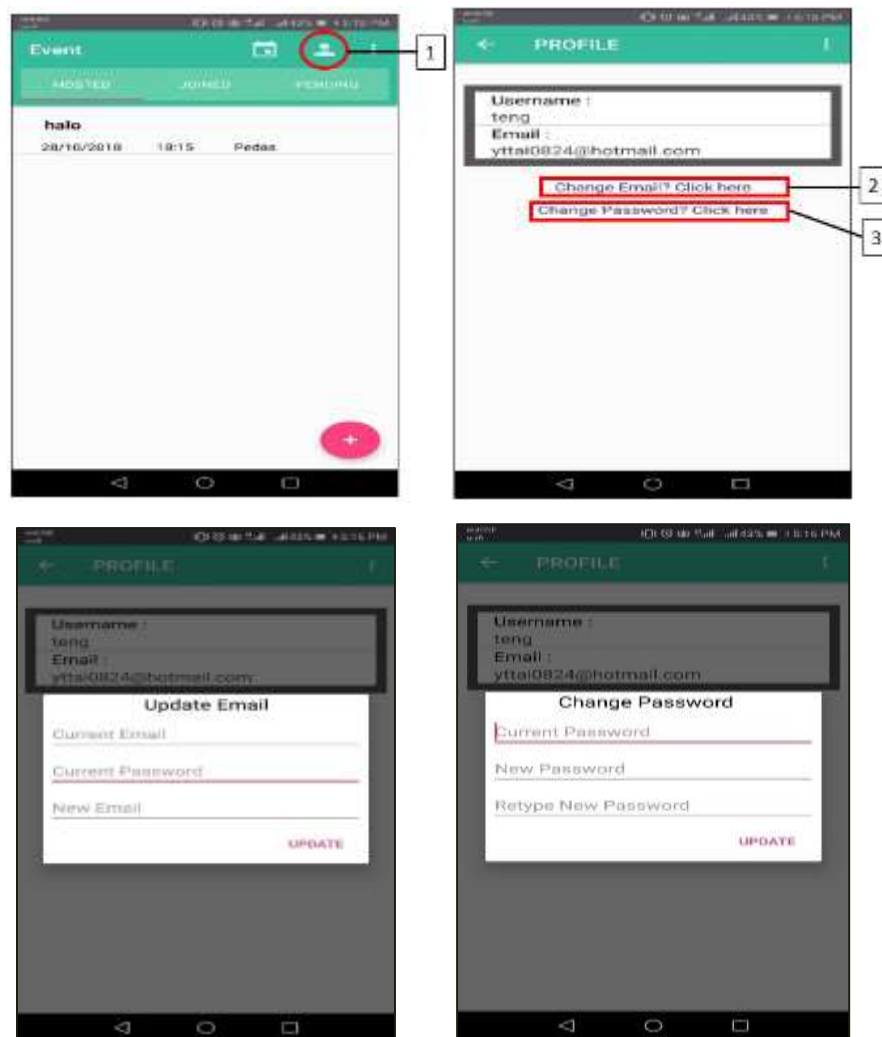
2.10 Manage Profile

Figure 1.14 shows profile interface of event organizer application.

Figure 1.14 Profile Interface

- a) To view profile
    1. Click on No.1 to be directed to profile interface.
- b) To change email address
    1. Click on No.2
    2. Enter the required information on the "Update Email" dialog.
    3. Click "UPDATE".
- c) To change password
    1. Click on No.3
    2. Enter the required information on the "Change Password" dialog.
    3. Click "UPDATE".

2.11 Navigation

Figure 1.15 shows direction interface of the application.
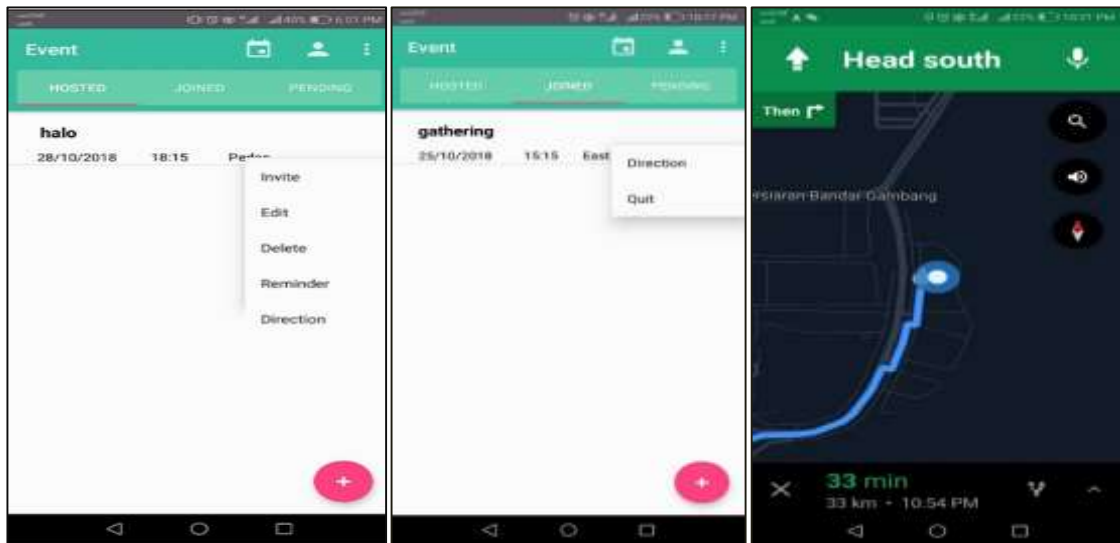
Figure 1.15 Direction Interface

Both host and attendee are able to be guided to the event venue

1. Long click on the event that you want to be guided to reach the event venue until context menu pops up.
2. Click "Direction"
3. User will be guided to reach the selected event venue.

2.12 Set Reminder

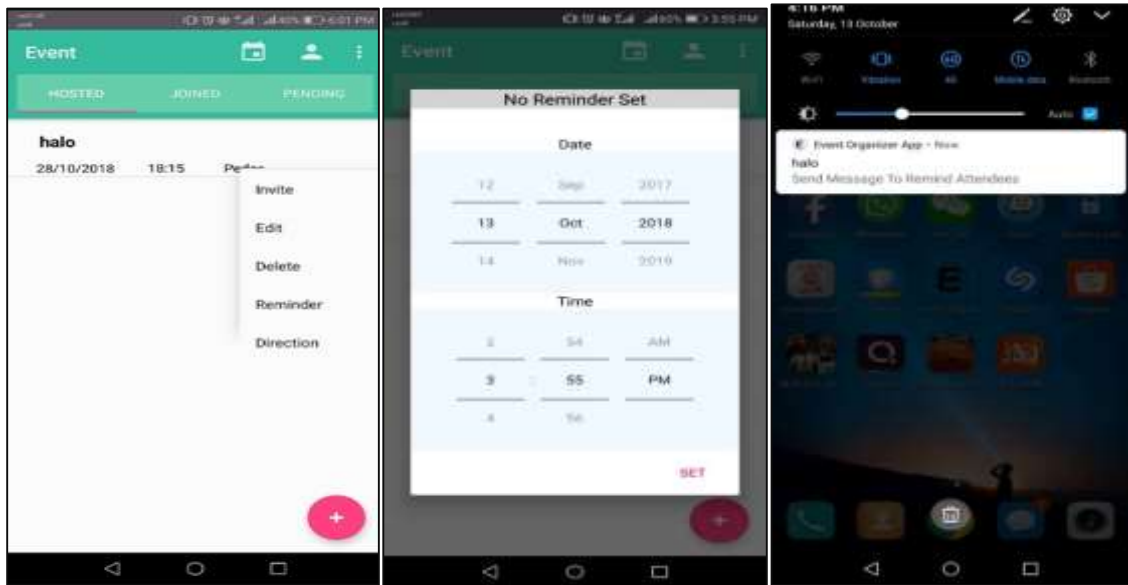Figure 1.16 shows set reminder interface of event organizer application.

Figure 1.16 Set Reminder Interface

Reminder only can be set on "HOSTED" tab event. It is used by host to set reminder to send reminder message to attendees.

To set reminder

1. Go to "HOSTED" tab.
2. Long click on the event that you want to set reminder until context menu pops up.
3. Click "Reminder".
4. A dialog pops up, select date and time that you want to set for reminder.
5. Click "SET".

2.13   Quit from Joined Event
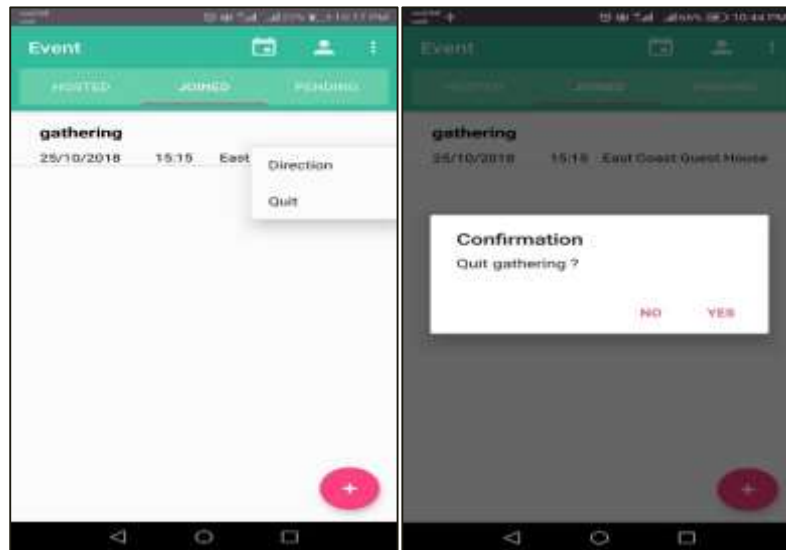
Figure 1.17 shows quit interface for joined event.

Figure 1.17 Quit Interface for Joined Event

To quit from joined event

1. Go to "JOINED" tab.
2. Long click on the event that you want to quit until context menu pops up.
3. Click "Quit".
4. Confirmation dialog pops up, click "Yes"

2.14   Chat of Event

Figure 1.18 shows chat interface of event.

Figure 1.18 Chat Interface

Only host and attendee can use this function, so it is only available on "HOSTED" tab and "JOINED" tab.

a) To view chat

1. Click on the event you want to view the chat to be directed to chat interface.

b) To send message

2. Click on the event you want to send message to be directed to chat interface.

3. Write a message.

4. Click on No.1 to send message.

2.15 View Invitation Status and Invitee Information

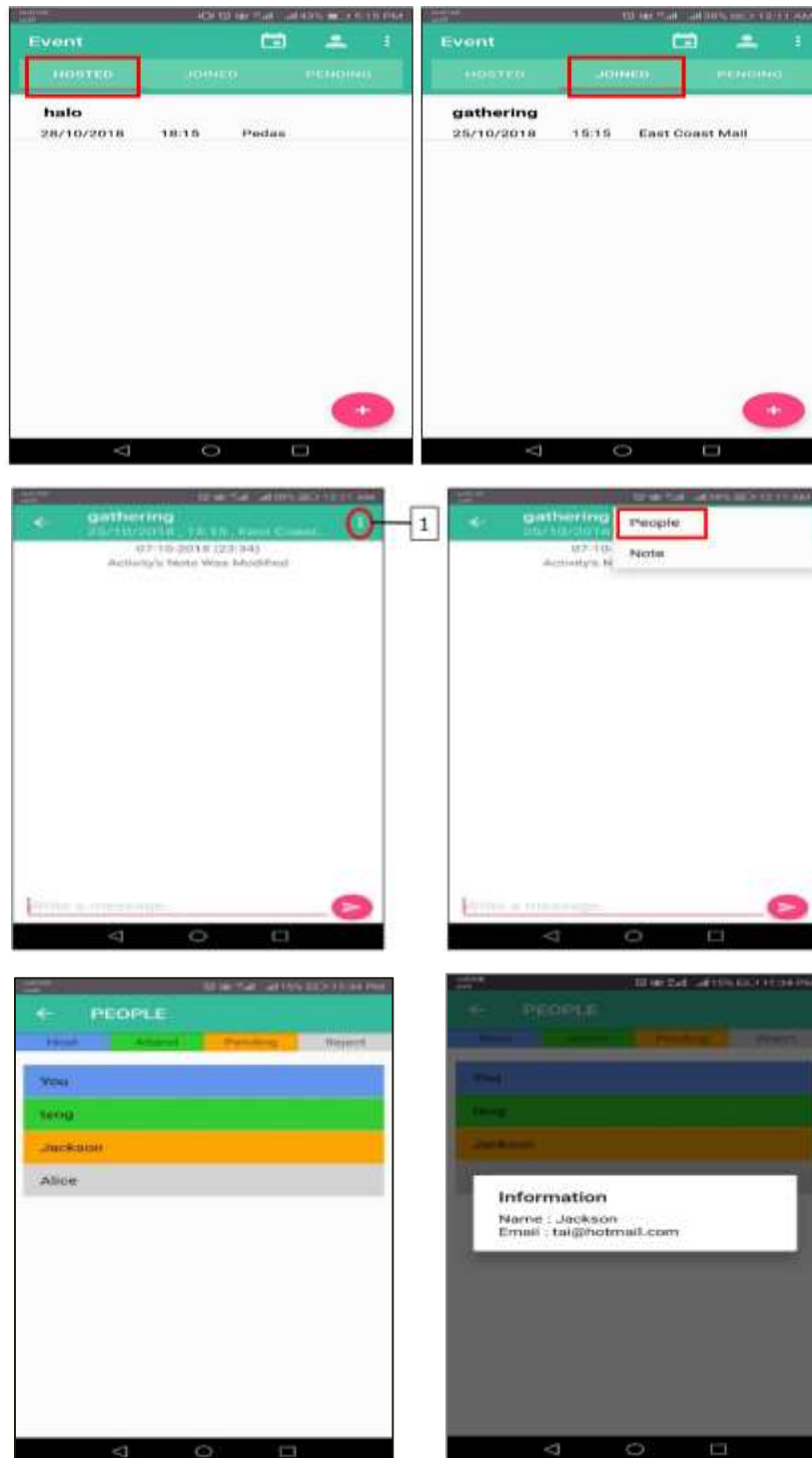Figure 1.19 shows interfaces to view invitation status and invitee information.

Figure 1.19 View Invitation Status

Invitation status and invitee information can be viewed by host and attendee.

To view the event

    a) If you are host

        1. Go to "HOSTED" tab.

        2. Click on the event that you want to view the invitation status to be directed to chat interface.

        3. Click on No.1

        4. Click "People" to be directed to invitation status interface.

    b) If you are attendee

        1. Go to "JOINED" tab.

        2. Click on the event that you want to view the invitation status to be directed to chat interface.

        3. Click on No.1

        4. Click "People" to be directed to invitation status interface.

To view details of people being invited

    1. Click on the person's name on invitation status interface that you want to view.

    2. A dialog with the selected people information pops up (Refer to right side picture on last row of figure 1.19).

2.16   Manage Note of the Event

Figure 1.20 shows event note interface of event organizer appllication.
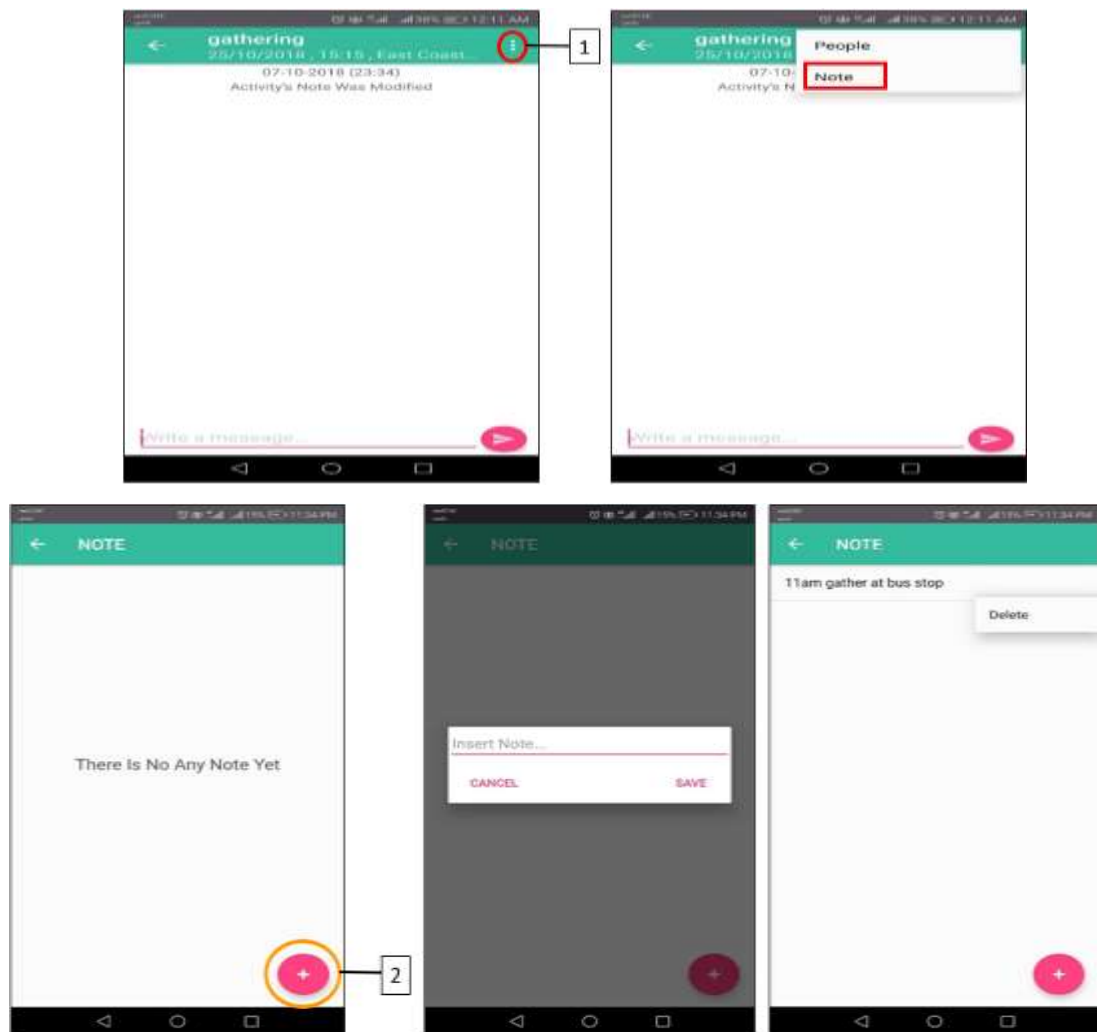

Figure 1.20 Event Note Interface

Only host and attendee is able to view the event note.

    a) To view the note of the event

        1. Click on the event that you want to view the note either hosted event or joined event to be directed to chat interface.

        2. Click on No.1 on chat interface.

        3. Click on "Note" to be directed to event note interface.

Only host is able to manage the note with add and delete.

    a) To add note of the event

        1. Click on No.2 on the event note interface.

2. A dialog pops up, insert note you want to add.

3. Click "SAVE"

b) To delete note of the event

1. Long click on the note that you want to delete until context menu pops up.

2. Click "Delete".

2.17 Receiving Push Notification

Figure 1.21 shows the received push notification that triggered by certain action.
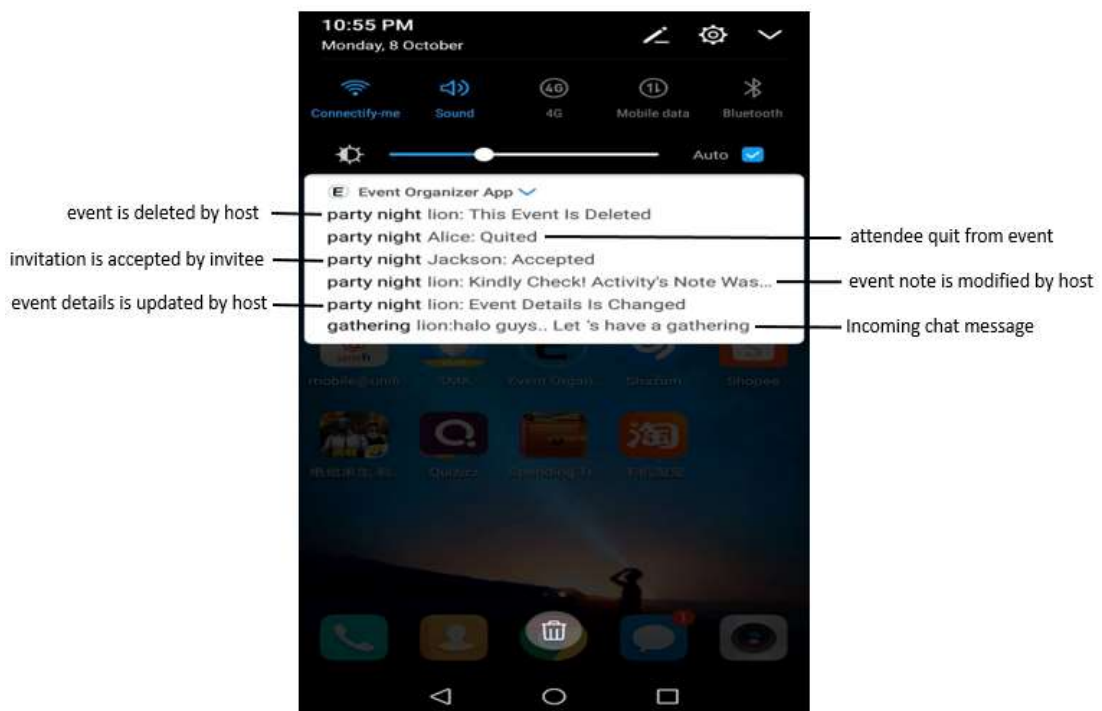

Figure 1.21 Received Push Notification

The push notification will be received when

- there is incoming chat message
- invitation is accepted or rejected by invitee
- attendee quit from the event
- event note is modified by host
- event details is updated by host
- event is deleted by host

2.18 Logout

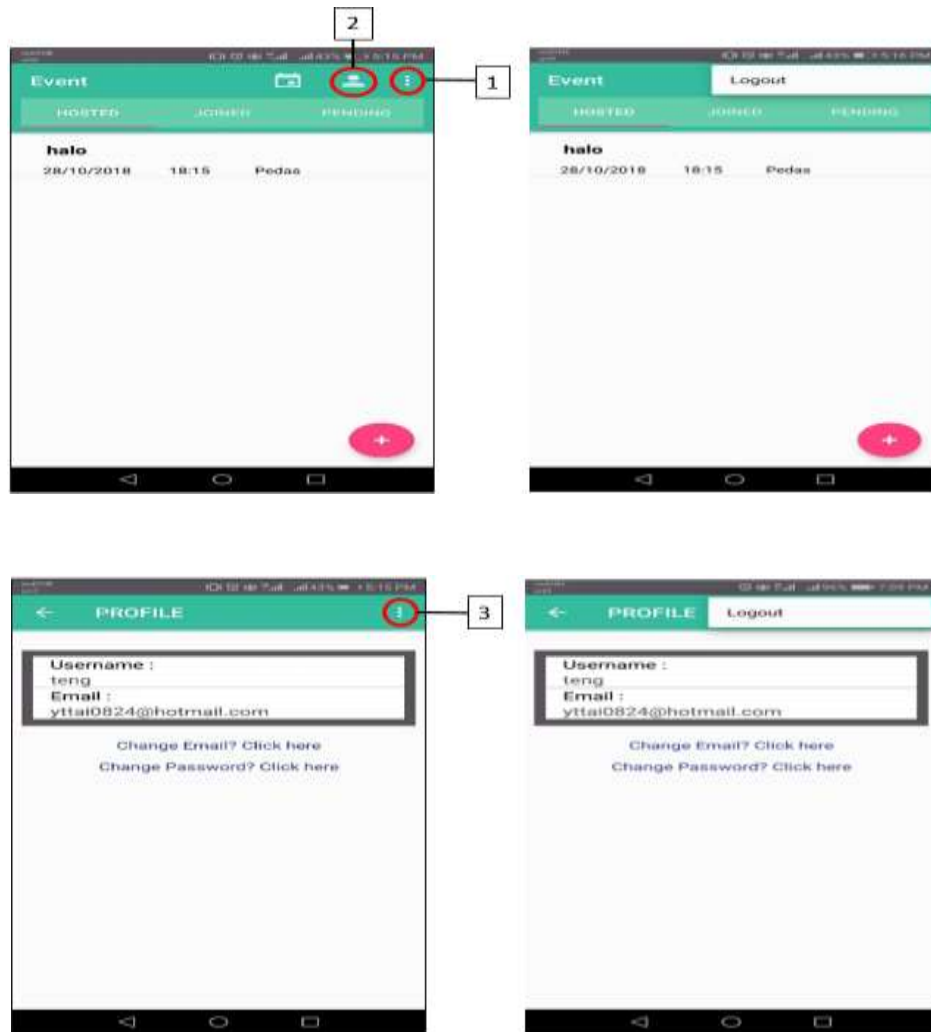Figure 1.22 shows logout setting of event organizer application.

Figure 1.22 Logout

There is two way to logout from the application which are

a) Logout from main page

1. Click on No.1
2. Click "Logout".

b) Logout from profile interface

1. Click on No.2 on main page to be directed to profile interface.
2. Click on No.3 on profile interface.
3. Click "Logout".