



Problem: Social Scheduling is not Easy

Problem Statement

- There is no quick, easy way to set up a casual get-together with your friends.
- Difficult to find a time that works for everyone.
- Difficult to coordinate without being spammy.
- Difficult to have everyone be on the same page.



Benchmarking, Needfinding

- Most people do not have that many "events".
- Planners are picky and wary of party crashers.
- People need to be invited to an event, instead of "count me in".
- Little benefit to sharing events with the world because the vainest events are exclusive (and spam).

Benchmarking, Needfinding

- Many events happen very soon, with little build-up.
- Events have a short shelf-life.
- Overkill to "plan an event" for a simple, casual outing.
- People resist advanced commitments, unless:
 - confident they will attend (closer to event time)
 - need to reserve a spot before it fills up
 - there is another incentive (party, free gifts...)





The App Concept

- Focuses on short-term meetings.
 - perfect for mobile phones
 - easily allow planning for "today" or "tomorrow", but still allow option to easily plan further ahead
- Streamlined creation process.
 - only one screen with minimal number of input fields
 - advanced options available, but not required



The App Concept

- Syncs with phone's contacts, groups, calendar
 - invite friends in one tap by inviting entire groups at once
 - automatically allow option to save an event group to phone
 - event information available via app tab or in phone calendar
 - can add, edit, delete phone contact groups from app tab



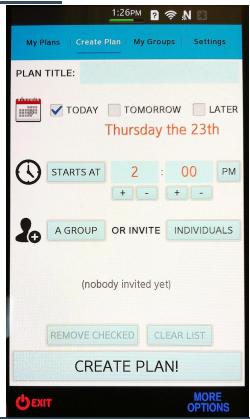
The App Concept

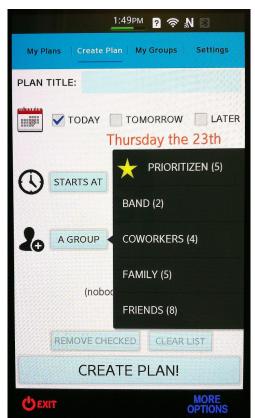
- Limits the number of screens the user has to navigate
- 4 main tabs for functionality
 - tab 1: a view of current events on the user's planner (to edit or manage)
 - tab 2: the "create an event" screen
 - tab 3: a view of the phone's contact groups (to invite or edit)
 - tab 4: the settings tab

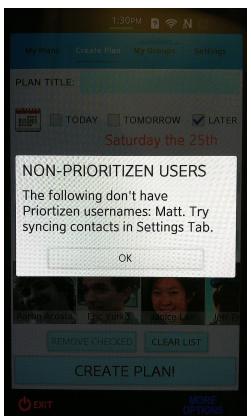




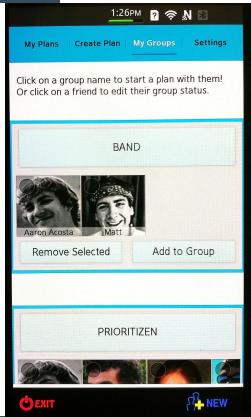


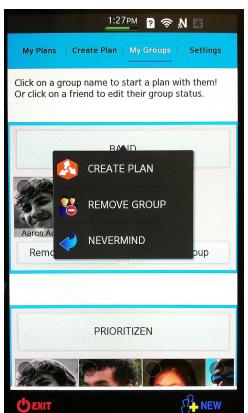


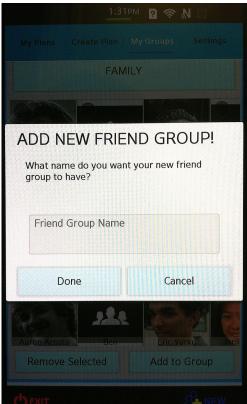




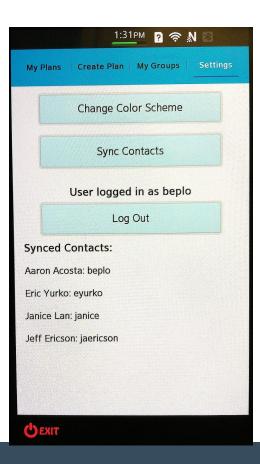




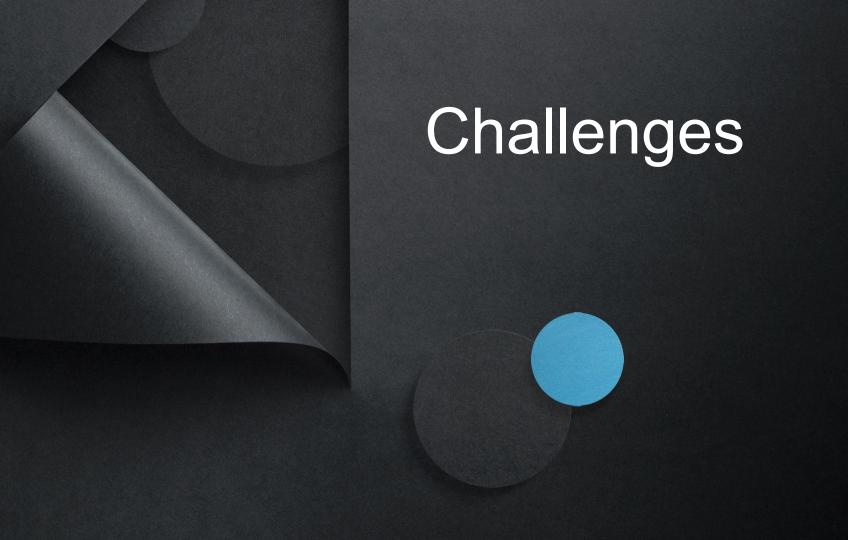








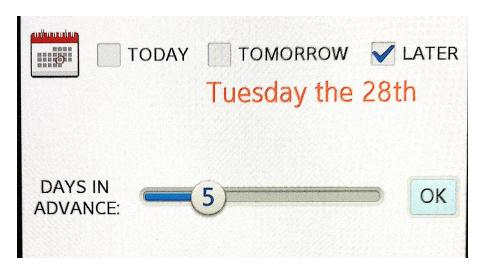




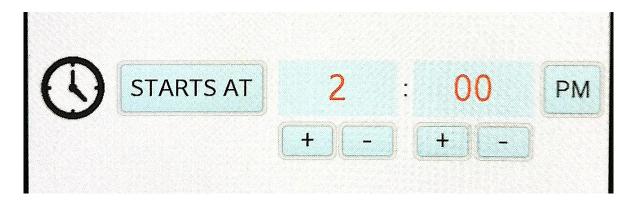
- (Specifically, EditDate & EditTime UI)
 - small window of space for user to tap
 - little room for error when scrolling
 - unable to edit size and other properties, quirks







- Our personalized "select date" UI
 - large, simple buttons for "today" and "tomorrow", scroll bar for later dates
 - may not be applicable for planning too far in advance, but perfect for our



- Our personalized "select time" UI
 - large, simple fields for hour & minute
 - buttons for incrementing/decrementing hour by 1, incrementing/ decrementing minute by 15
 - Gives the user the option to choose whatever times they like, but doesn't

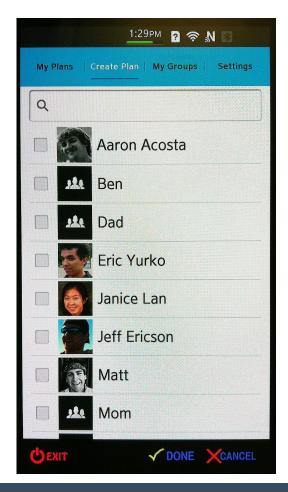


- Contact "PICK" Operation
 - nice display, could have saved us tedious UI dev work
 - however, it would not allow declaration of AddressBookManager class
 - (app would crash on the following line)

```
AddressBookManager *aBM =
AddressBookManager::GetInstance();
```



- Our Personalized Contact "PICK" Operation
 - we recreated it by using a separate Panel with a ListView that held an item for each contact (basically the same, but not buggy)
 - In general, when faced with UI challenges, there
 is usually a way to use other UI that could help
 overcome these challenges





- Working without a sim card
 - functionalities cut short: text messaging, notifications, GPS tracking...
 - limits our testing to Tizen users with the app
 - forced to rely on email addresses and http connections with server for communication

- Working without a sim card (security)
 - made app unable to recognize device by phone number (we were unable to test such functionality)
 - forced us to revert to classic username/password-style login, which raised more issues



- HttpSession app crashed when multiple sessions were open
- Solution: Singleton Style wrapper class for HttpSession

- HttpSession app crashed when multiple sessions were open
- Solution: Singleton Style wrapper class for HttpSession

```
AppHttpSession::getTransaction(NetHttpMethod method, JsonObject* jsonObject, String uri,
IHttpTransactionEventListener* listener) {
    if (!instanceFlag) {
        single = new AppHttpSession();
        instanceFlag = true;
    }
    result r = E_SUCCESS;

    HttpTransaction* httpTransaction = null;
    HttpRequest* httpRequest = null;
    HttpSession *httpSession = single->getHttpSession();
    ...
```





Moving Forward

- Reminders & Notifications
- Smart Features
 - (smart defaults, learning from user's history or preferences for time and/ or location)
 - utilizing map integration to give "smart" reminders of the event (e.g. notifications such as, "Due to weather and traffic conditions, you should probably leave in 10 minutes if you would like to arrive on time.")



Moving Forward

- Twilio Integration (API for texting)
- Group Messaging System
- Social Integration (Facebook, Twitter?)
- Voting Features for time & location of events





Thank you!

Aaron Acosta, Jeff Ericson, Janice Lan

(Eric Yurko, Matt Alexander)



