



MeetMe Planner Design description

Version 1.0

MeetMe Planner	Version: 1.0
Design document	Date: 2015-07-11

Revision History

Date	Version	Description	Author
2015-07-11	1.0	First version	Danijel Sokač Francesco Giarola

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1. Introduction

Purpose of this document

Purpose of this document is to capture important design decisions we have made in the project, and should provide a good basis for understanding the code.

Document organization

The document is organized as follows:

- Section 1, *Introduction*, describes contents of this guide, used documentation during developing process etc.
- Section 2, *Short Background*, describes who is the customer and what is the purpose of the project from the customer's perspective.
- Section 3, *System overview*, describes operational context.
- Section 4, *Software architecture*, describes what does the overall decomposition of the software into modules/units/components looks like-
- Section 5, *Graphical user interface*, describe the structure and general layout of the interface.

Intended Audience

The intended audience is:

- new member joining the group, or someone who will maintain or evolve the system further

Definitions

Keyword	Definitions
Project Customer	The customer who requested the software product
User	A client who provided his credential to the system and has been authenticated by the system
Visitor	A non authenticated User
Event	User created happening
Time slot	An interval of time for the proposed event, that can be free or occupied
Planner	The tentative calendar containing free time slots of the participating users for the proposed event
User private calendar	Calendar provided by an external service connected to the respective user

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Attendant	A user invited to a meeting
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2. Short Background

Today's planners do not meet the needs of a user. Person willing to easily schedule an event can stump into many problems in the process of organizing a meeting. The problem can become even more complex when the number of people willing to attend the meeting grows.

The proposed timeslots can be spread over few different meeting times, because each of the attendants have their own schedules they have to cope with and they have scheduled before. Because of the many constraints force upon the other attendances it is hard to find appropriate time slot that can work out for everyone. Usually in this situation the meeting is held over email conversation, which can become quite messy.

3. System overview

Description

Our system will consist of web based application with responsive screen layout which can be opened using any web browser. This way, our app is not limited on any platform. High level design of system can be seen in figure 1.

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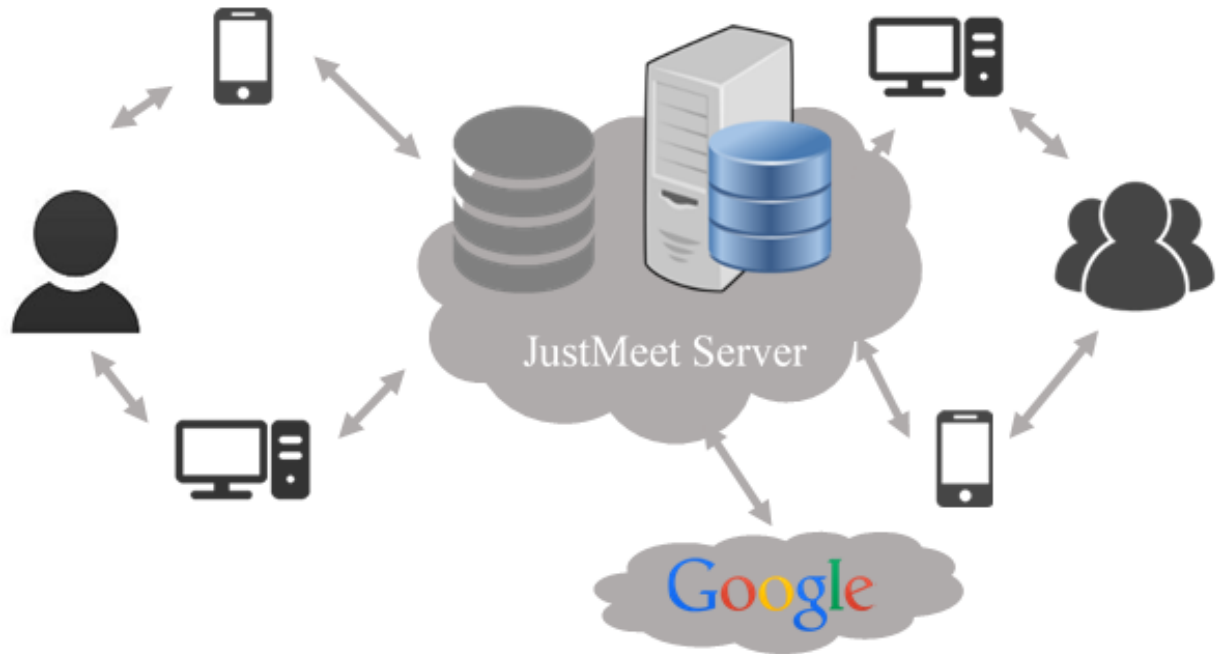


Figure 1. High level design of application

System features

The main functionality for this application is to provide possibility to arrange meeting using personal calendars of meeting attendants, with focus on using Google calendar. According to this, all attendants will need to have account in our app and provide access to personal calendars to our system. Main problem we are focusing here is security and privacy. To fulfil this requirement our system will not provide personal calendars to any other user. Personal calendars will only be used during calculation of free time for meeting. Also, every attendant will first need to accept invitation in case to use his calendar in scheduling meeting.

4. Software architecture

Conceptual design

For this project we will use model-view-controller (MVC) architectural pattern (see. Figure 2). MVC pattern splits application on three logical components and defines interaction among them. This separation of responsibilities allows flexibility down the road. Model stores data that is retrieved according to commands from the controller and displayed in the view. View generates an output presentation to the user based on changes in the model. While controller sends commands to the model to update model's state. It can also send

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commands to its associated view to change the view's presentation of the model.

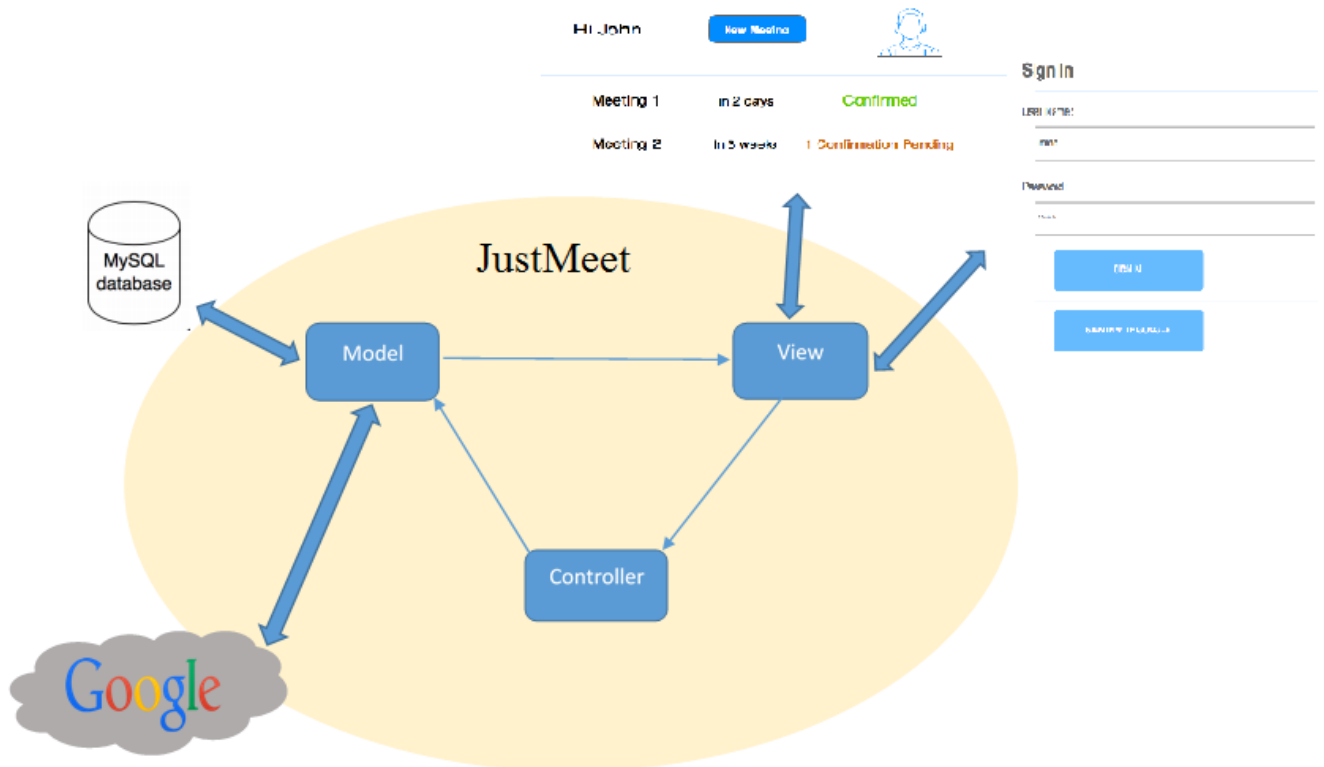


Figure 2. Software architecture

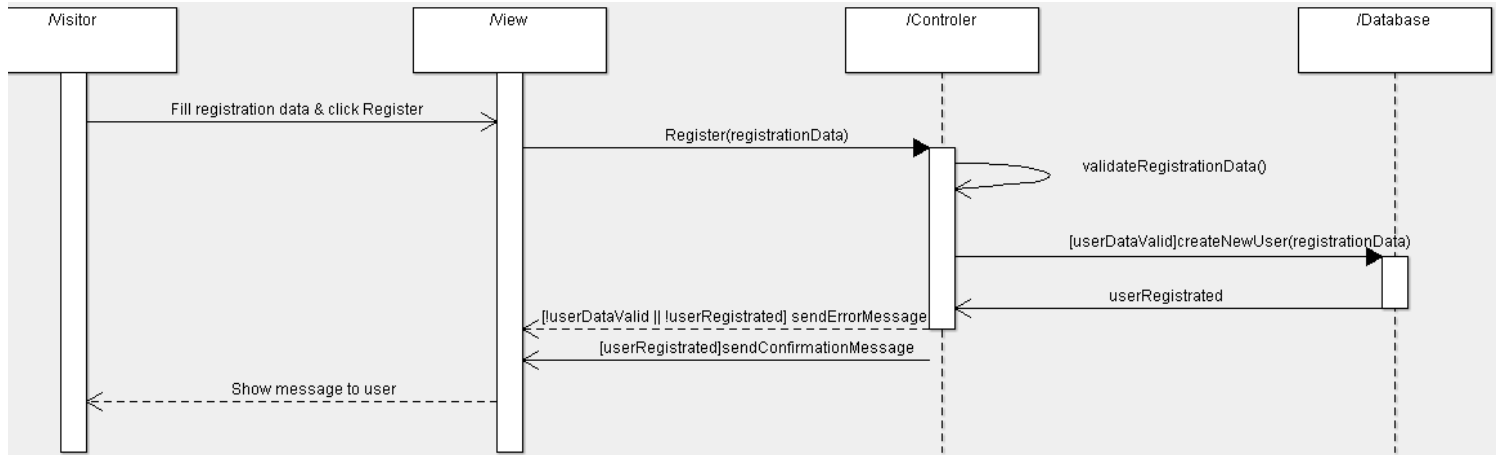
Technologies used

At the front-end we will use HTML5, CSS3 and AngularJS. For the logic layer (back-end), Node.js will be used. As database, we will use MySQL database. To provide high performance of the system we will use more asynchronous calls to prevent unnecessary page loadings.

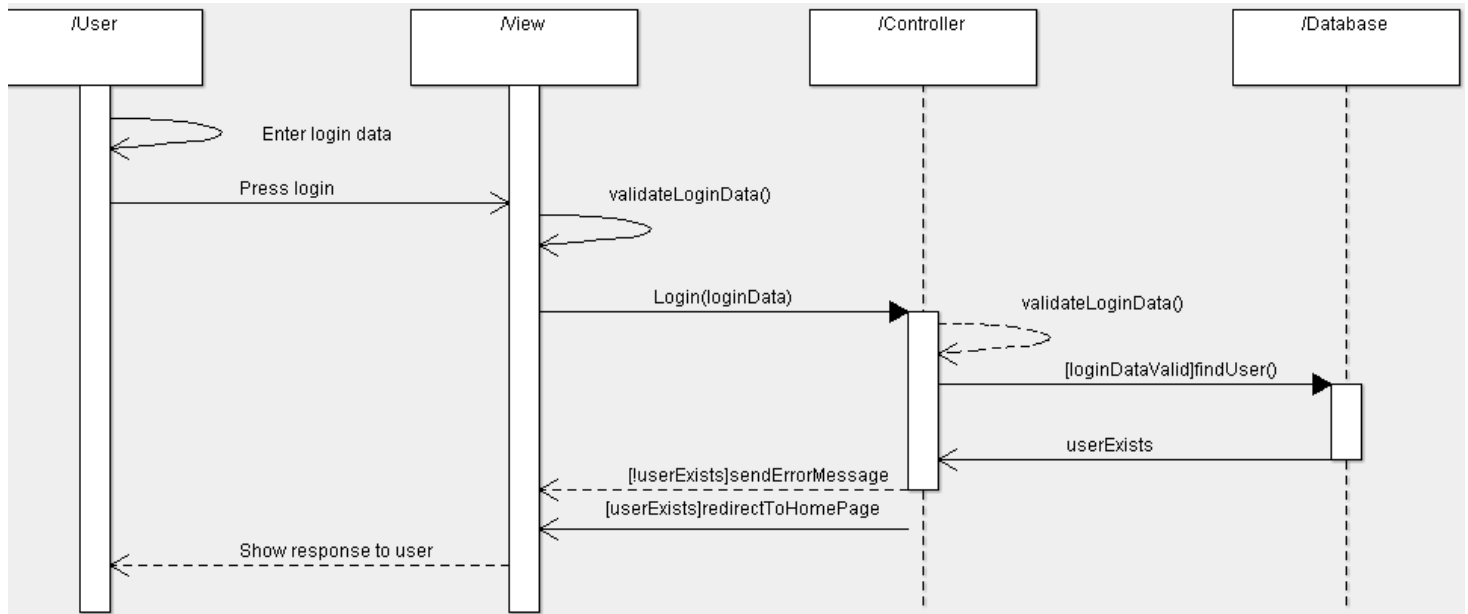
Sequence diagrams

Registration

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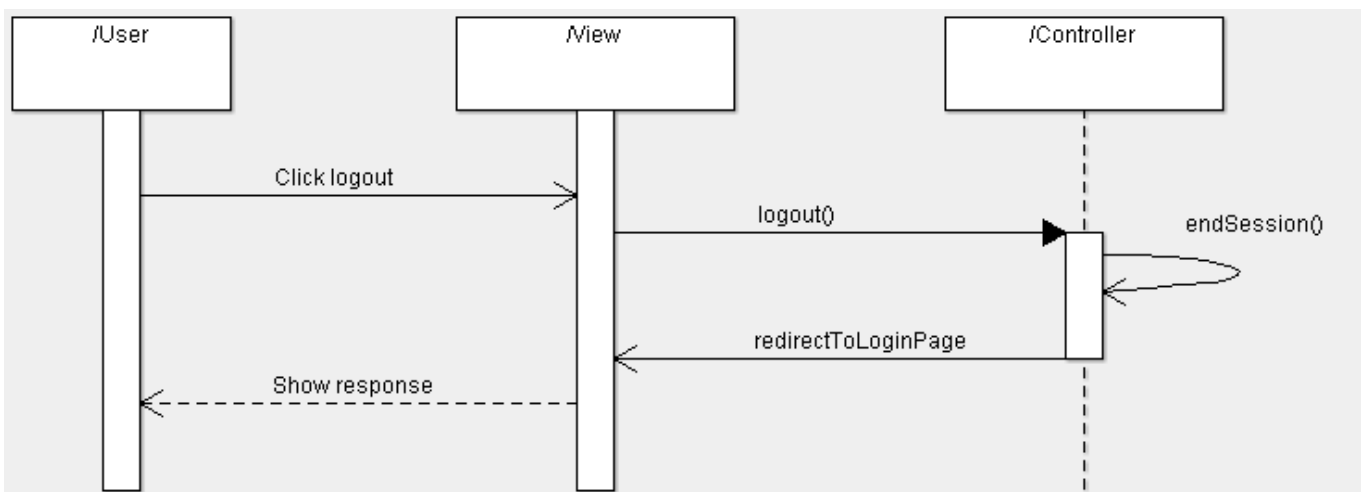


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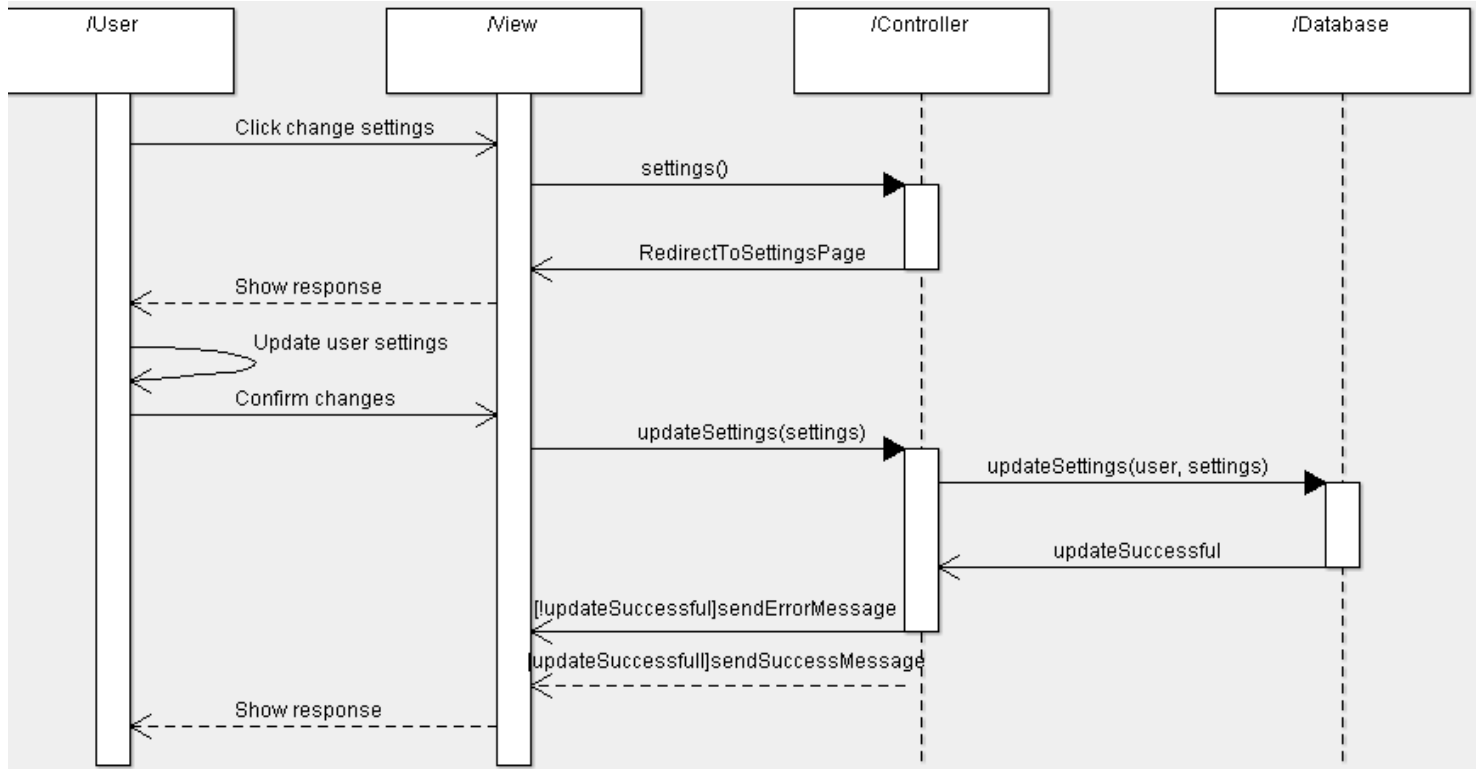
Login

Logout

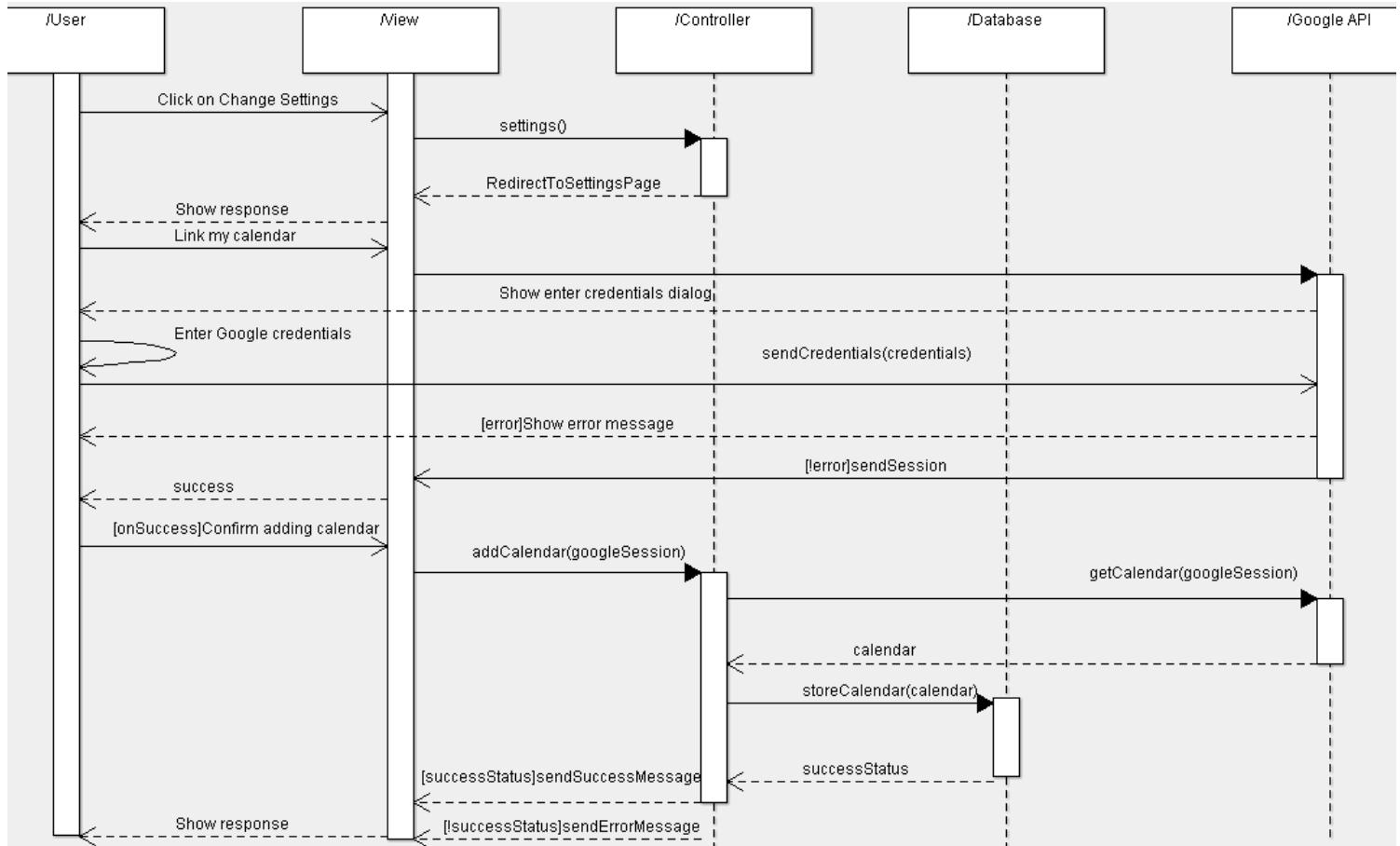


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Change Settings

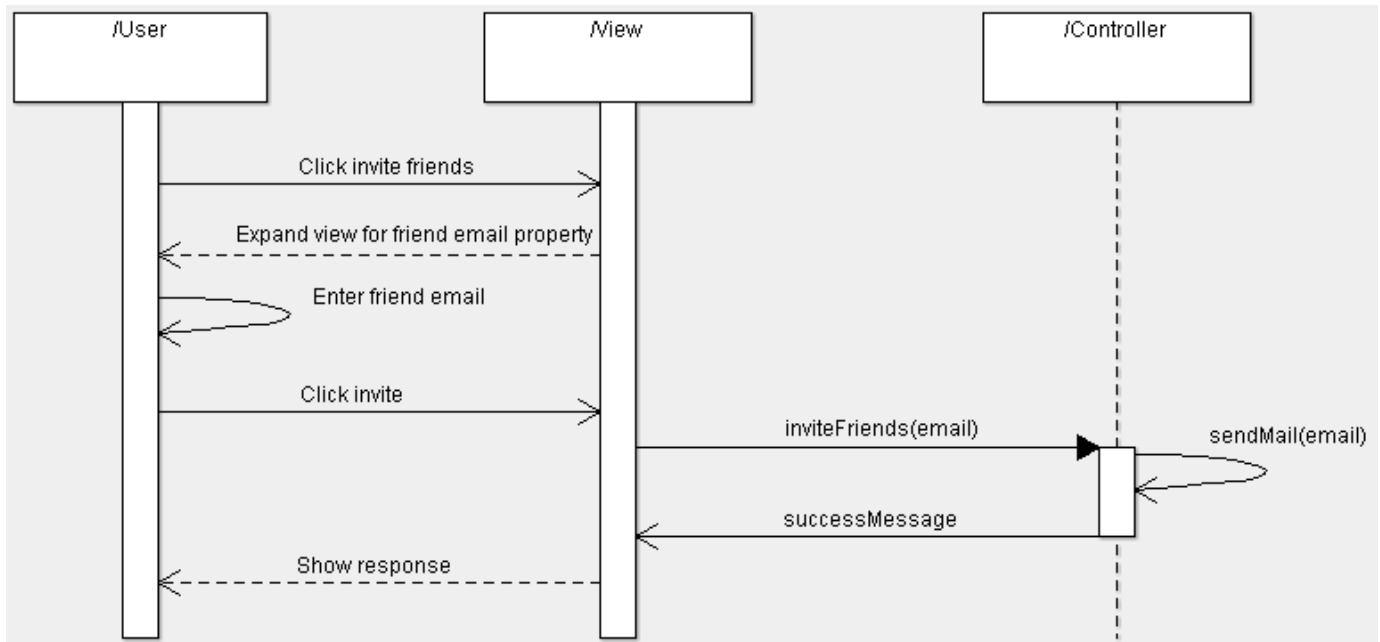


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Add calendar

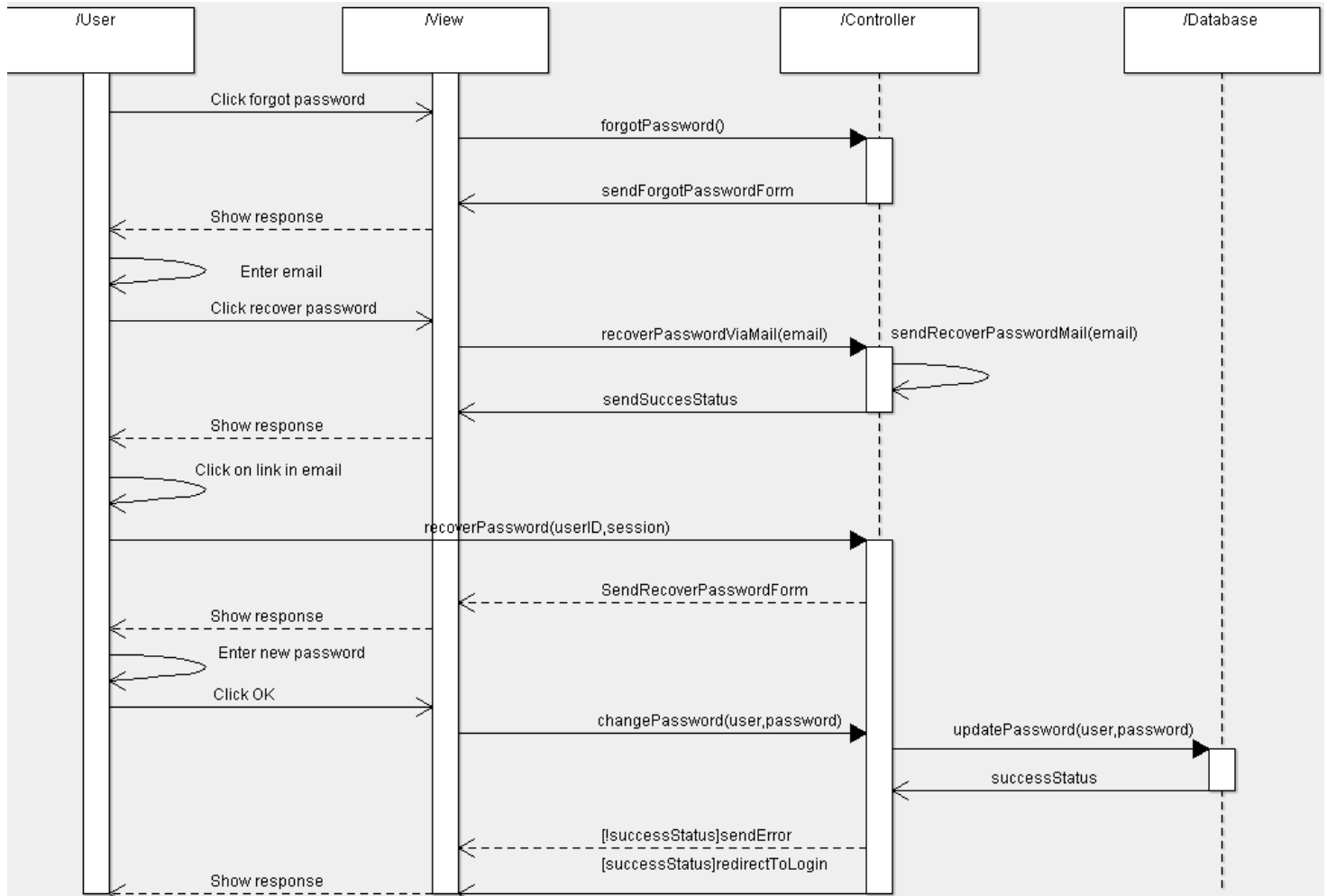
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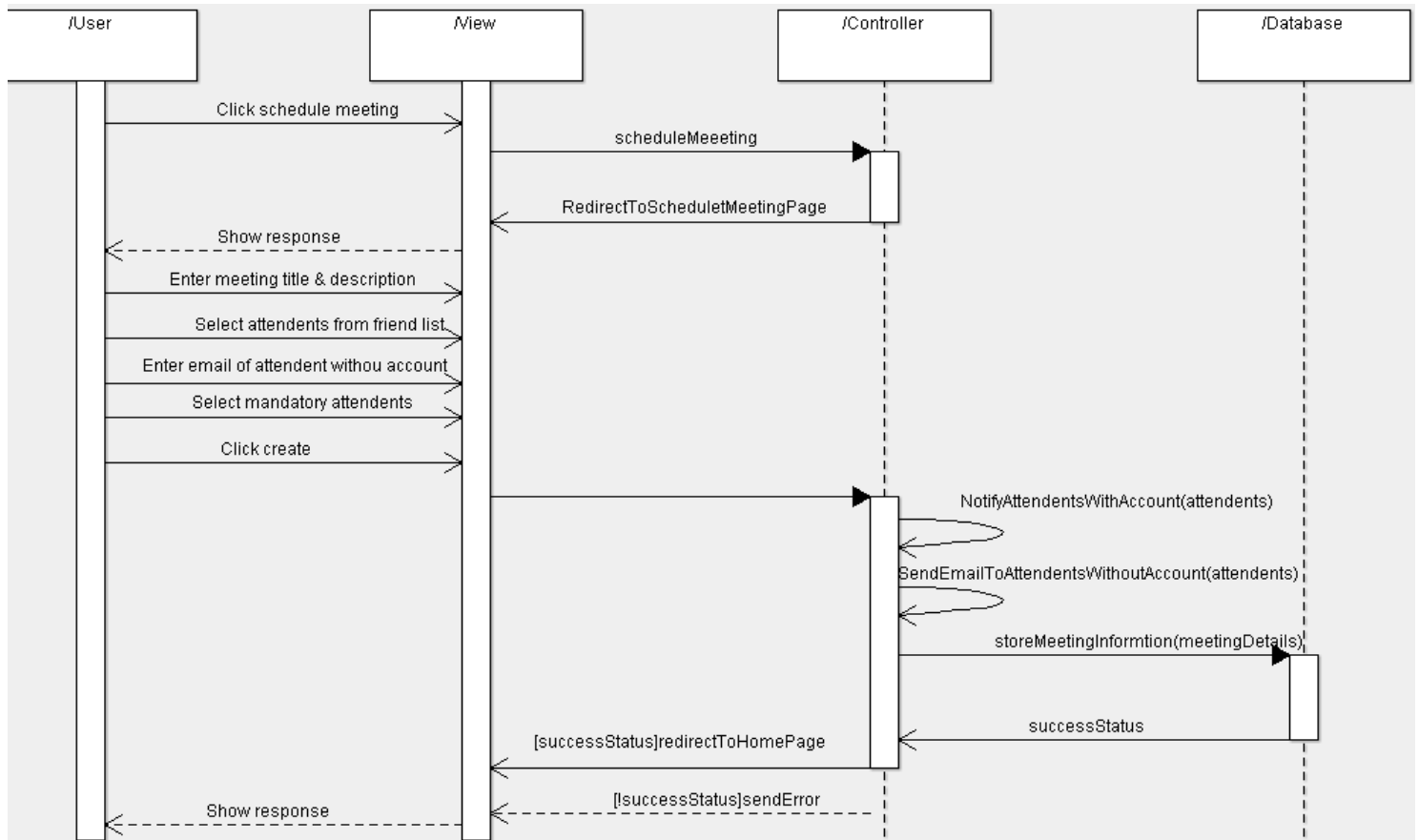
Invite friends

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Recover password



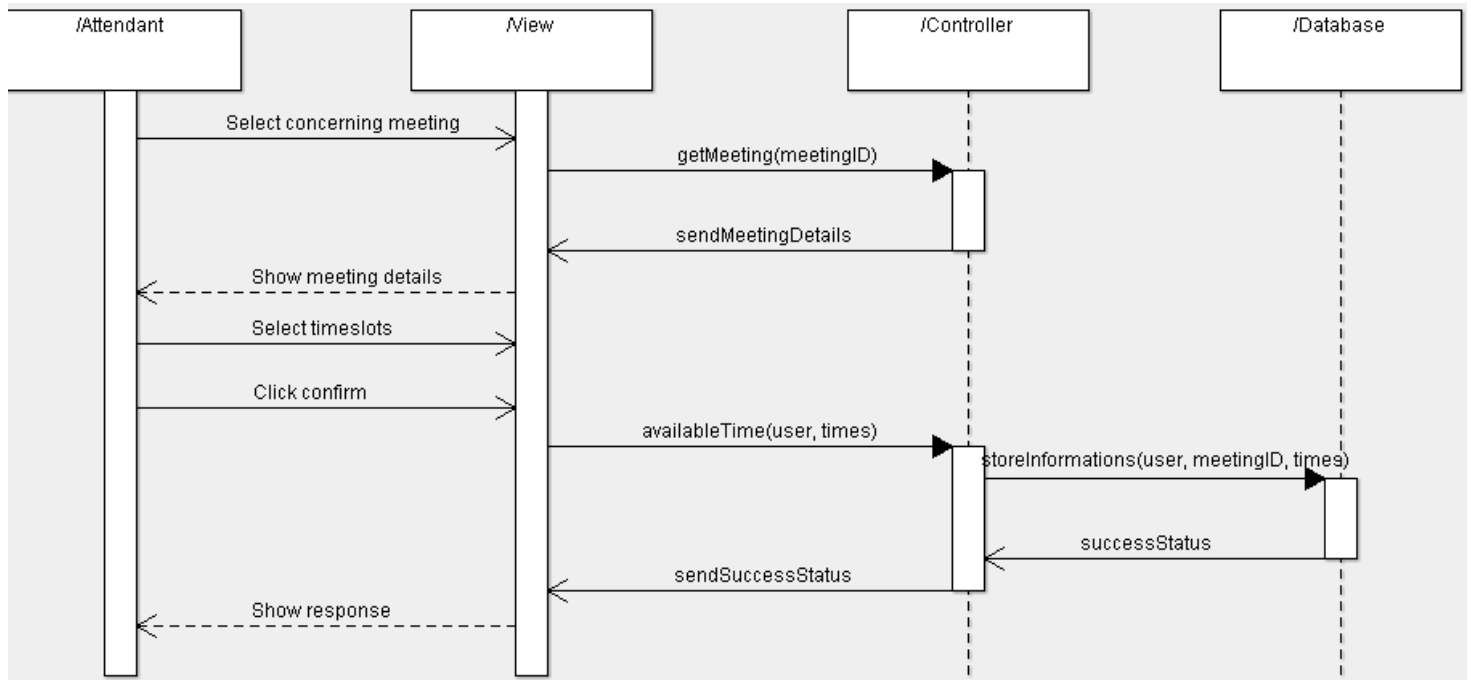
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Schedule meeting

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Choose time slots



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5. Graphical user interface

To make our application easy to use for everyone, we will try to provide user interface as simple as possible and also intuitive to use.

Registration Page

From this page, guests are able to register themselves.

Register

User Name:

Password:

Screen Name:

REGISTER

REGISTER WITH GOOGLE

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Login Page

This is the common login page

Sign In

User Name:

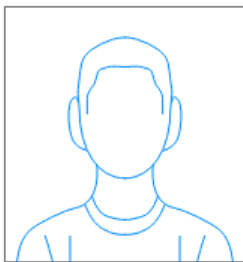
Password:

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Profile Page

Within this page registered users can edit all their personal informations

Profile



Screen Name:

John Richard Doe

User Name:

johndoe









Password:

SAVE CHANGES

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Calendars Page

In this page, registered users can view all calendars taken from all the calendar services (e.g. Google Calendar) linked to user and select which calendar JustMeet can use when is looking for free time slots

Personal		
Calendar 1		
Calendar 2		
Calendar 3		

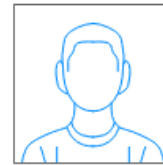
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Home Page with Agenda

Here the user can view at a glance all the meetings he is involved in, their current planning status and also create a new meeting

Hi John

New Meeting



Meeting 1

in 2 days

Confirmed

Meeting 2

in 3 weeks

1 Confirmation Pending

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New Meeting Page

Here the user can create a new meeting

Title	<input type="text" value="New Meeting"/>
Date	<input type="text" value="2015-12-31"/>
Preferred Time	<input type="text" value="09:30"/>
Time Zone	<input type="text" value="UTC+1"/>
Duration	<input type="text" value="1 h"/>
Attendants	<input type="text" value="Jane, Mark"/>
Time Slots	<input type="text" value="9.00-10.00; 12.30-13.30; 16.00-17.00"/>

SAVE