CPSC 290: Mobile Application for Spring Fling

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Background

Spring Fling is Yale’s annual music festival that connects the university’s undergraduate and graduate students and their guests for a day of music, activities, and dining. As one of Connecticut’s largest live music events, Spring Fling often sees thousands of concert goers on Old Campus. Having attended the event for the past two years I feel that the concert and Spring Fling experience could be improved if there was a central source of information that provided necessities including a schedule lineup, merchandise shop, and safety information, rather than searching through emails, Facebook posts, Instagram stories, and relying on word of mouth to stay updated and aware of pre, during, and post concert activities.

I believe that a mobile application that integrates Yale's resources and Spring Fling information is essential to make the event more fun, interactive, and seamless which would greatly improve the experience for students.

Overview

For my directed research project, I will learn about the iOS mobile application development cycle from product conception, design, implementation, and application submission to Apple’s App Store with the goal for Yale students to use this app for Spring Fling 2020. I will learn Swift and XCode as well as the best practices for mobile app development. I intend for the application to be aesthetically pleasing and user friendly for Yale’s student body to use with ease.
Product Description

To create the mobile application I will be working with Andrew Sheinberg, a computer science and math major in Yale College, class of 2021. We have divided up the project and have agreed upon separate features to build. One of my focuses will be making the homepage where the user lands upon opening the app. This page will house attributes including a map, safety features, a countdown clock, food and drink options through Yale Dining as well as local businesses, and volunteer sign ups for stagehands. I will also be responsible for the concert lineup page where users can view the times and locations of the artists. Biographies for the artists will be linked, along with an integrated Spotify or Youtube playlist of their best hits. Additionally, I will create a merchandise shop where students can purchase Spring Fling memorabilia on the app.

Implementation and Goals

I have experience creating web applications, but I have never built a mobile application. I am looking forward to building this project to learn about a different aspect of computer science and to make Spring Fling 2020 the most successful year yet for the Yale College Council and most enjoyable for the student body. To create this project I will start by creating a wireframe to visualize the user interface as well as a storyboard which will roadmap the connections between pages on the app. I will then learn Swift through Apple’s Introduction to App Development eBook and practice a test-driven development methodology while creating the app’s features.
Deliverables

1. Wireframe

2. Project Report detailing my learning process, the resources I used, and feedback from peers and advisors

3. Project code uploaded to Github

4. Screencast of the mobile application