

Corpus Christi: Events Module

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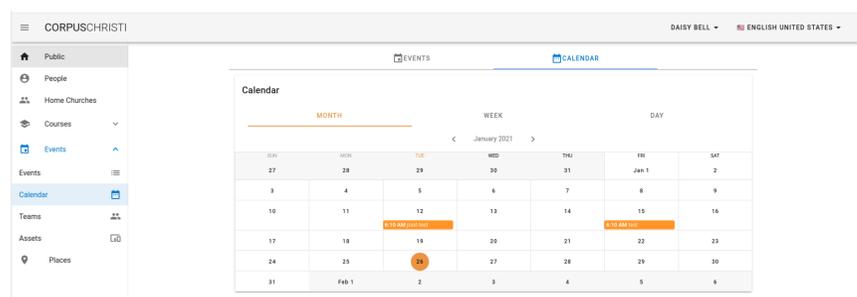


Background

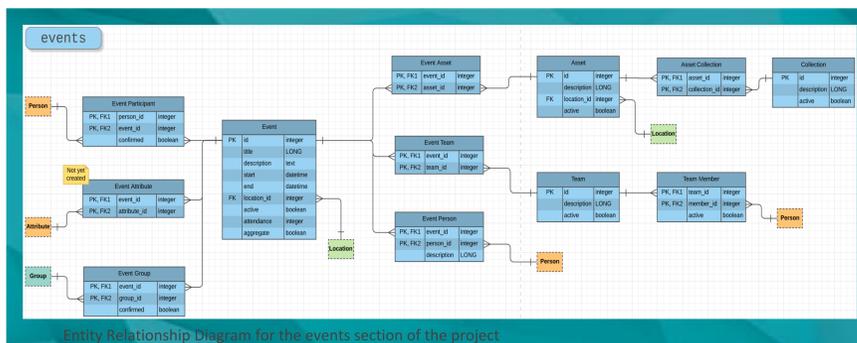
Corpus Christi is a multi-year project started with the intention of creating open-source church management software with an international-minded approach. We aimed to continue to develop this project with Ecuadorian churches and ministries as our main focus. The web application manages administrative needs, home group tracking, church courses and completion status, and church events.

User Interface / API

This project already had a vast amount of the API and UI created and working, as well as a working database setup. Our team was tasked with adding features and fixing issues in the UI and API. We added and improved capabilities to add new event-specific users, creating new multi-day events, creating new teams, location functionality, and integrated email creation from the website.

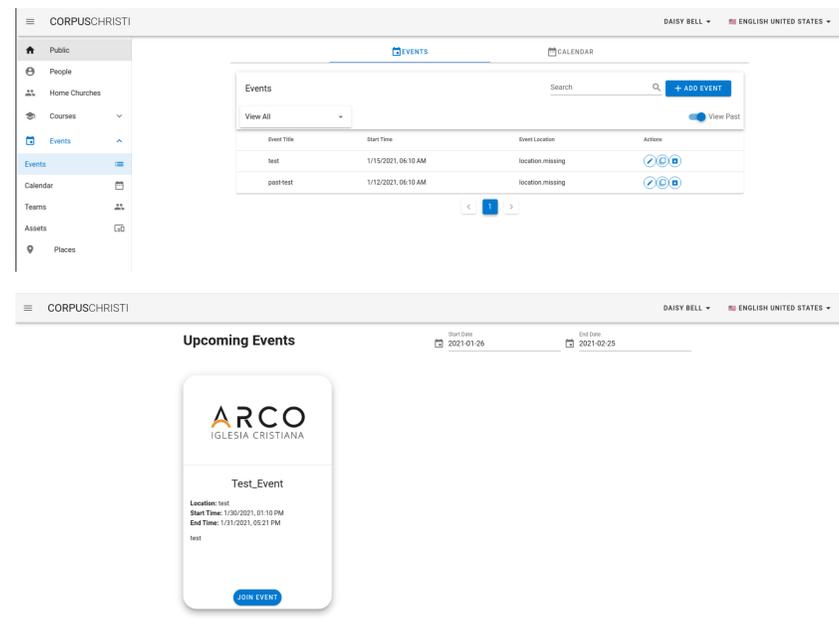


Calendar view of current and past events of the same month



Web Application

The web application is designed to let users with an account sign in, view events, add events, and other event-related features. Event teams are groups of people, such as a worship band, that could be associated with an event. There are event assets such as sound equipment that can be associated with an event for future plans to check out equipment for certain timeframes.

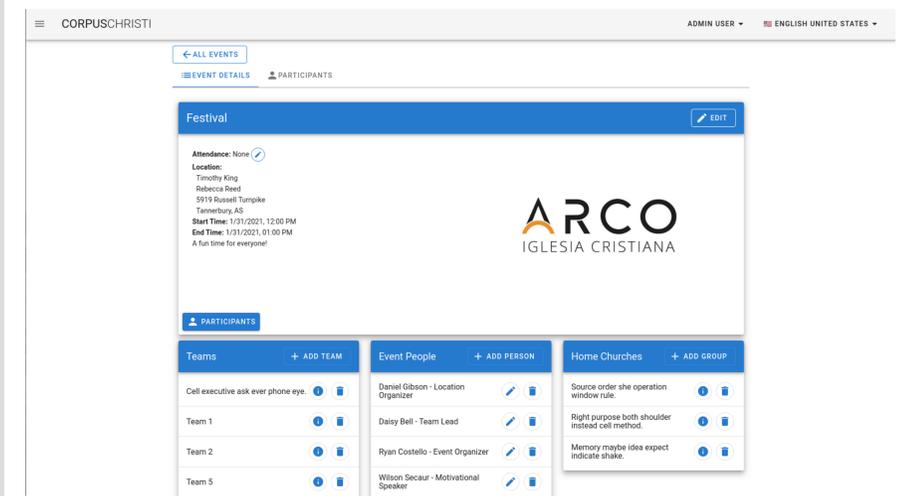


Future Work

The project isn't yet in its finished state, and there is still work to be done on the events module. Event filtering by attribute, assigning teams to events, checking out assets and preventing asset double-booking, and automated email notifications when added to events are all features that still need to be added. More robust and automated tested needs to be done to ensure that everything works in all use-cases.

Lessons Learned by the Team

The events team, led by Daisy Bell, was comprised of three additional members, who were all juniors. This portion of the project was during the 2020-2021 pandemic which presented many new challenges. Some of the team worked remotely which presented new challenges for setting up all of the necessary software, working together as a group, problem solving remotely, and pair-programming virtually. We were all learning a new codebase that was quite extensive, created by multiple different authors from different years. The team overcame these challenges and learned how to be effective in an ever-changing environment and added meaningful contributions to the project.



Acknowledgements

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