

PartyHub

About

PartyHub introduces an innovative promotional mechanism through the use of discount codes for party ticket sales, distinguishing it from what's currently available in the market. This system is built around the idea of encouraging users to share their unique code with others to gain larger discounts on future ticket purchases. Whenever someone uses a shared code for an event, they get a specified percentage off their total ticket purchase. Remarkably, the discounts can stack up to 100% for the person who shared their code, allowing them to secure their next ticket for free based on the collective discounts. This model promotes organic growth and word-of-mouth marketing while boosting user involvement and loyalty. By transforming ticket buying into a more interactive and beneficial journey, PartyHub capitalizes on the strength of community connections and personal networks to boost the visibility and reach of events. This forward-thinking approach aims to provide a more engaging, economical, and consumer-centric solution to the conventional methodologies of event promotion and ticket sales, setting a new standard for how events are shared and experienced.

Application Stack

FrontEnd

Leveraging Angular, Ionic, and Cordova, I'm crafting a hybrid mobile application. Angular forms the application's core, offering a powerful framework for building scalable and dynamic web apps. Ionic enhances the user interface with mobile-optimized components, and Cordova bridges the gap to native device functionalities. This trio enables the development of a cross-platform app with a native-like experience using web technologies.

The app was designed in figma:

<https://www.figma.com/file/od3Sfacr4nquSPCwpbN5Nh/PartyHub?type=design&node-id=0%3A1&mode=design&t=DnCh6EN4SV4KHG0S-1>

BackEnd

For the backend, I'm utilizing Java Spring Boot, integrating Flyway for database migrations, Hibernate for ORM, and Java Mail Sender for email functionalities. This setup provides a robust and scalable foundation for the application's server-side operations.

