Seatwell Prototype Instructions

PROJECT OVERVIEW:

We are building a prototype for a platform that allows **seasonal sports ticket holders** to **resell their tickets** when they cannot attend a specific game. The prototype is intended to demonstrate core functionality and user flow to present to **a specific club** and potentially other stakeholders.

This will be a **clickable, web-based prototype** that includes front-end basics (mocked if necessary).

OBJECTIVE OF THE PROTOTYPE:

- Simulate the experience of listing a ticket for resale
- Allow buyers to browse and "buy" available tickets
- Mimic a basic transaction workflow of the ticket (without payment gateway)

OUTPUT EXPECTATIONS / DELIVERABLES:

- A fully working, clickable prototype of the platform hosted on a free deployment service (live in a browser)
- All front-end and basic back-end functionality as described in the core feature section
- Responsive design for desktop and mobile view

TECHNICAL STACK FLEXIBILITY

- We are flexible with the tech stack, but prefer popular and fast-to-deploy frameworks.
- The code written needs to be clean, easy to understand, and reusable.

This is a **first version**, and while it doesn't need to be production-ready, it must look clean, function smoothly, and convincingly simulate the final product.

CORE FEATURES TO IMPLEMENT:

Admin Panel:

1. View all listed tickets (who is selling what, for which game, we set the price)
2. Approve or reject ticket listings (quality control, fraud prevention)
3. Monitor purchases (see what was bought, when, by whom)
4. Simulate notifications (e.g. mark a ticket as "resold"
5. Override actions (e.g. remove a ticket, add a new game, issue refunds manually)
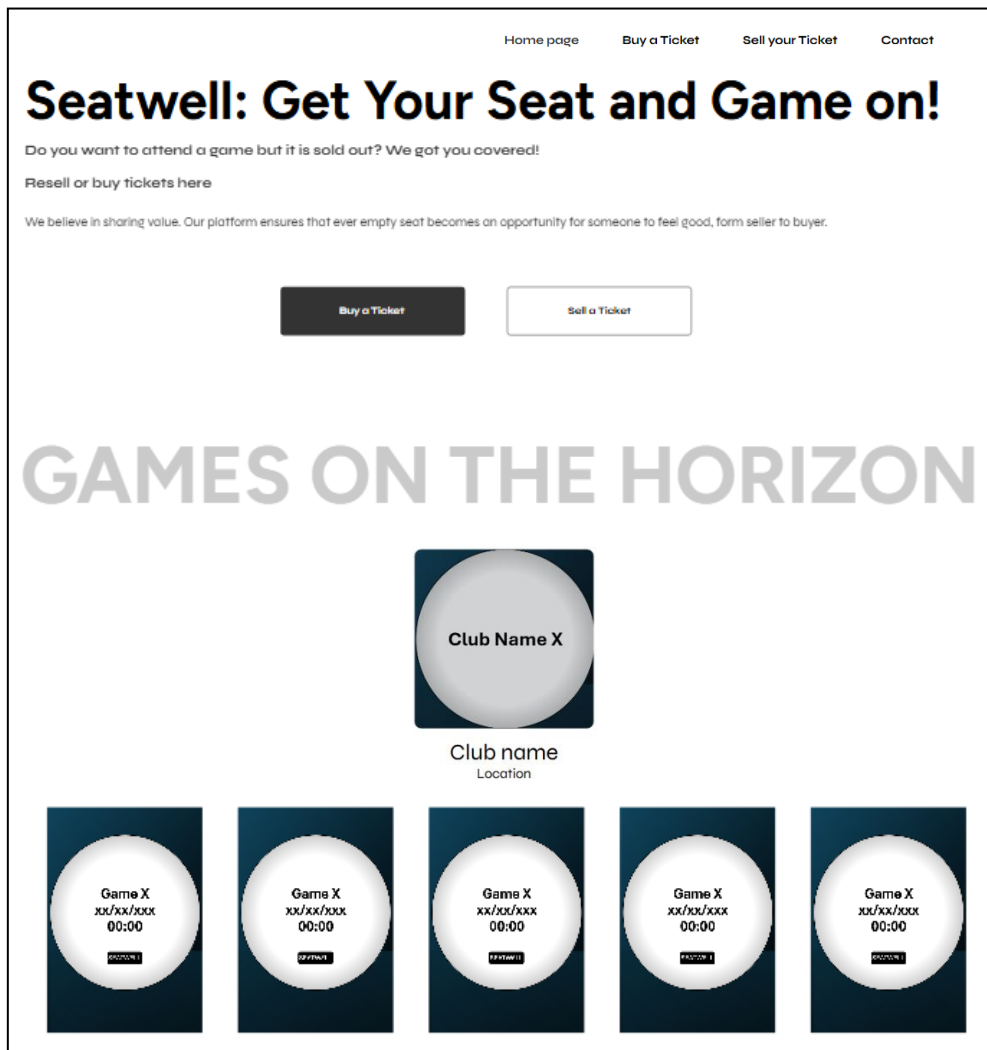
Features in Admin Panel:

Login Access	Secure Login to restrict access to admins
Dashboard overview	Visual summary of current tickets, games, users
Ticket Management	View/edit/delete listed tickets
User Management	View user data (seller + buyer)
Game Schedule Manager	Add, remove, and edit games
Status Controls	Automatically and manually change ticket status (mark as sold, refund issued)
Export data	Download lists for reporting

IMPLEMENTATION OVERVIEW TABLE:

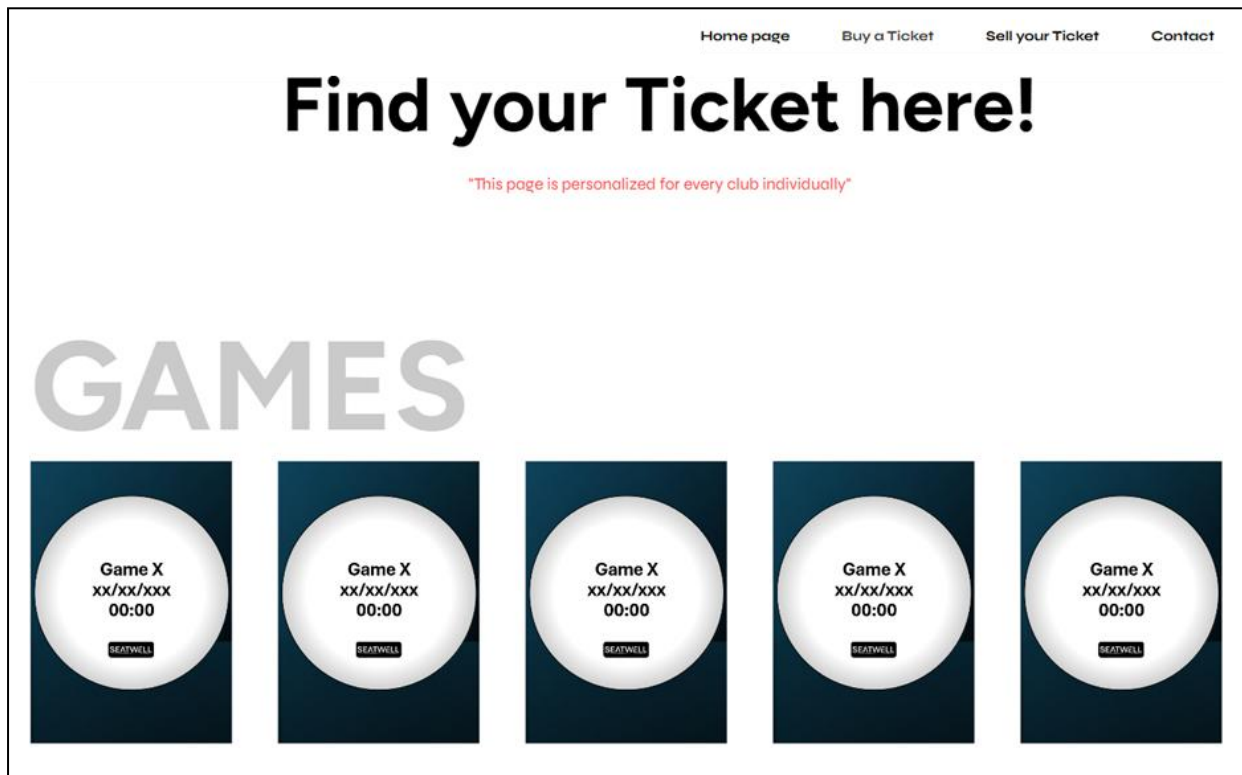| Feature	Implement fully	Mocked	Not Included
Login / logout		X	
OAuth login (Club account)		X	
Payment processing			X
Ticket listing logic	X		
Admin Panel		X	
Notifications		X	

We have already created a simple layout of how our website should look. Each site is explained on what functions need to be included (mocks are marked in red).

Homepage

- Menu Bar: It should list: "Home page", "Buy a Ticket", "Sell a Ticket", "Contact"
- Overview: The homepage needs to give a good overview of our service. "Buy a Ticket" and " Sell a Ticket" need to be visible. Both of them need to be linked to their respective sites.
- Games on the Horizon: All future games should be listed below. When clicking on a specific game, it should bring the user to the respective site to buy a ticket.

Buying a Ticket

- All future games need to be listed (again).
    - If there is a ticket available to buy → write "tickets available" → enable user to click on that game which will forward him to the game specific site.
    - If there is no ticket available → write "no ticket available yet" → disable user to click on the game
- When clicking on a game that has available tickets:
    1. User can choose seat through interactive seat map (mock)
    2. User picks seat for that game and pays for the ticket.
- Payment process
    1. Not clarified = not to implement yet
- Ticket transfer
    1. Not clarified how = not to implement yet

Selling a Ticket

Sell your Ticket here!

Do you have a seasonal hockey ticket and you cannot attend a specific game?

Sell your your ticket for the date you cannot attend <u>below</u>

Home page · Buy a Ticket · Sell your Ticket · Contact

How it works:

Login through club

1. Log in with your club's account

Access your club's season ticket by securely logging in through the Seatwell platform using your club's credentials.

(OAuth-style authentication)

2. Select the game(s) you cannot attend

View your upcoming games and simply check the ones you'd like to release your seat for.

3. Confirm your release

Review your selections. By confirming, your ticket will be listed on the platform — but you still retain ownership until someone claims or buys it.

4. Stay notified

You'll receive a notification as soon as your seat is claimed. At that point, your ticket will be transferred securely to the new fan, and you'll receive a confirmation.

5. Receive your payout

Once the game is played, your share of the revenue (e.g. xx% of the ticket price) will be credited to your account or preferred payment method.

1. **Log in with your club's account:** In order for the seasonal ticker holder (seller) to sell their tickets, we need to validate that they actually have a seasonal ticket for the season. To do this, we want them to log-in with their club's email address + password. (OAuth-style authentication)
    1. This can be a mock
        - If access granted all games are listed
        - If access not granted → show "You do not own a seasonal ticket"

2. **Select the game(s) you cannot attend:** All future games are listed for the season
   1. The seasonal ticket holder (seller) can select all games they do not want to attend

Choose the games you cannot attend

1. Select all games you cannot attend
2. Confirm your choices
2. Add your payment info to receive your payout

Date
Club / Club
Location: Arena XYZ
I want to sell

Date
Club / Club
Location: Arena XYZ
I want to sell

Date
Club / Club
Location: Arena XYZ
I want to sell

Date
Club / Club
Location: Arena XYZ
I want to sell

3. **Confirm your release:** All selected games are shown they do not want to attend to are listed in a summary "table".
   1. Bank information is needed for payout
4. **Stay notified:** As soon as the ticket is resold, the seasonal ticket holder will be informed
   1. Mock
5. **Receive your payout:** The seasonal ticket holder will receive a % of the reselling price
   1. Mock

Design Requirements:

- Clean, intuitive UI (you may use templates or minimalist styling)
- Logo and brand elements will be shared (or use placeholder)

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