

Senior Project Demo

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25% - 35%

Is the "service" charge most ticket websites charge

Project Background

- Fans are always looking to buy & sell tickets for their favorite sports teams
- High-profile ticket sites like Ticketmaster and StubHub exist, but...
 - These sites impose hefty fees to process transactions between local fans
 - Typically between 15% and 25% for the buyer, and at least 10% for the seller
 - Finding tickets can take a large amount of time, and these websites often don't offer customized information for each team/venue
- Alternative sites like Craigslist don't garner as much user trust

Our Goal:

- To create a website that allowed Philadelphia sports fans (specifically 76ers fans) to purchase tickets easily, with more knowledge of what they are getting, and with much cheaper fees.
- Accomplished this by:
 - Filter tickets based on perks specific to 76ers games, such as Early Entry Access.
 - Charging buyers a processing fee that is less than half of Stubhub's fee.
 - Creating a simpler way to find the game you want to go to, and the tickets you want for that game.

Customer Use Cases:

- Season ticket member can list tickets
 - Can select ticket attributes for their listing, such as aisle, handicap, or early entry
- Prospective buyer can search for a game:
 - By team
 - Using the calendar.
 - This set up allows the customer to always be able to get to the game that they want with 3 clicks.
- Buyer can utilize filtering to quickly find the tickets they're looking for
- Buyer can easily purchase and see all fees on their checkout page

Technologies

Frontend

- React.js using create-react-app
- React-Bootstrap UI Components
 - Responsible for user interface, interaction, and presentation

Backend

- Python REST API service using Flask
 - Serves data from MySQL to React

Database

- MySQL

Hosting

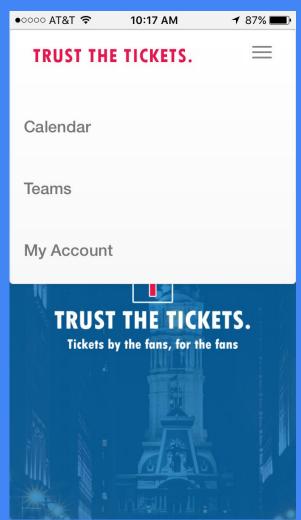
- Amazon AWS
 - EC2, RDS, VPC, S3

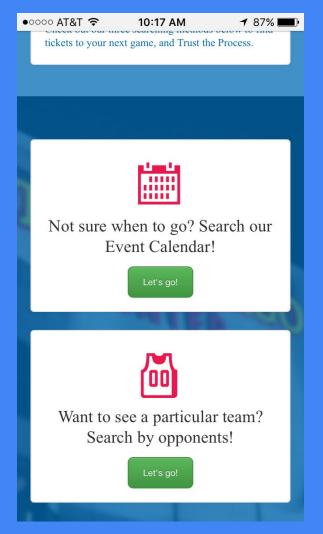
Demo

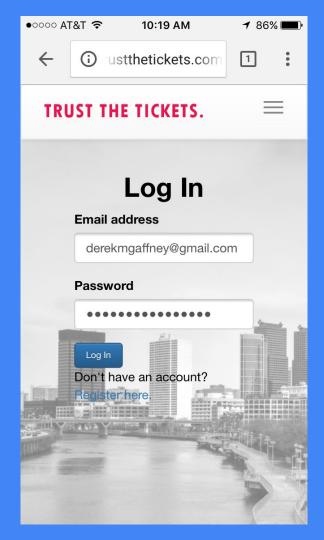
<u>TrustTheTickets.com</u>

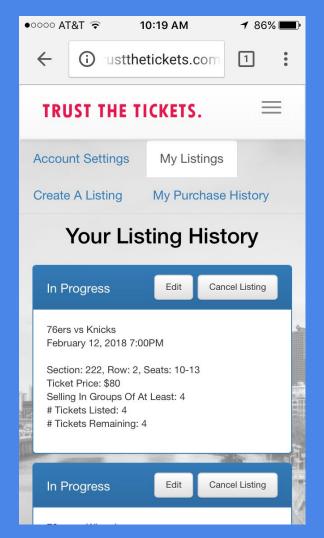
Mobile Screenshots

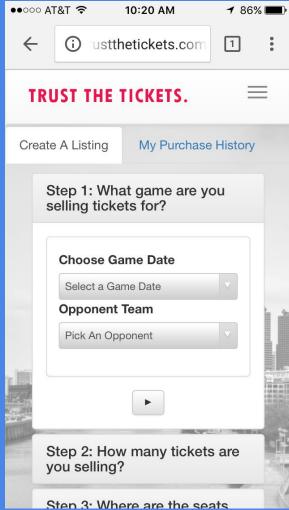


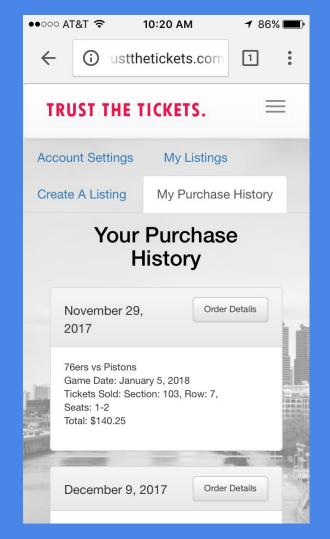


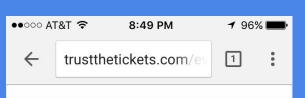












TRUST THE TICKETS.

back

today

Choose Your Game

next

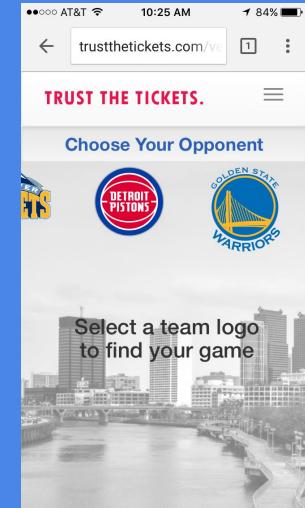
M	lon	Tue	Wed	Thu	Fri	Sat
	27	28	29	30	01	02
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11		12	13	14	15 THUNDER	16
	18	19	20	21	22	23
	25	26	27	28	29	30
	01	02	03	04	05	06

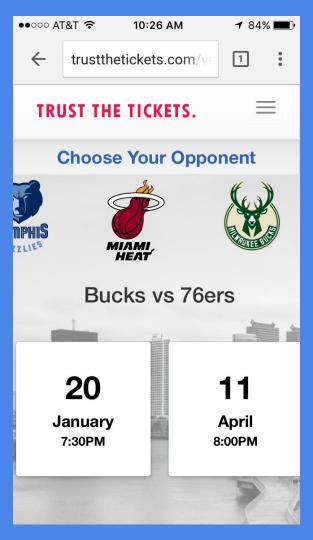
Game Details

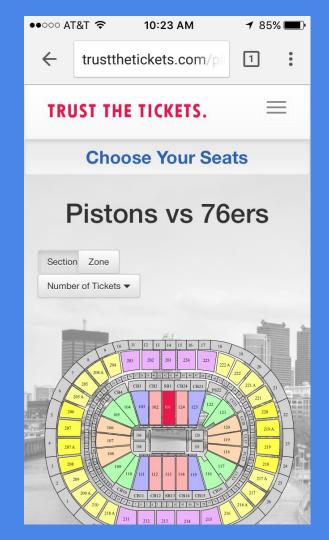
Pistons vs. 76ers Saturday, December 2nd Tip-off at 7:30PM 32 tickets available Tickets starting at \$78

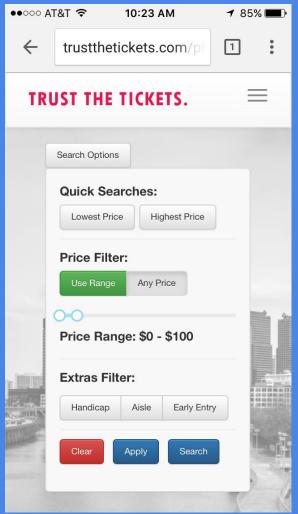


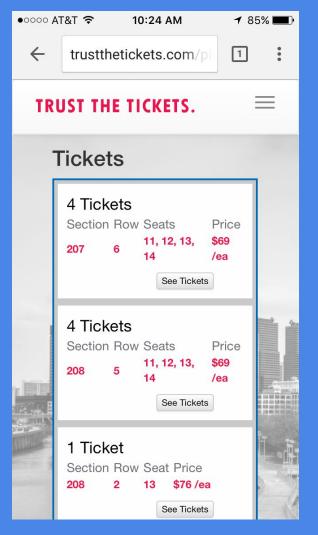
December 2017

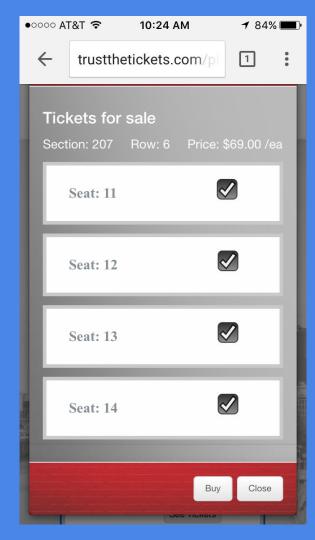


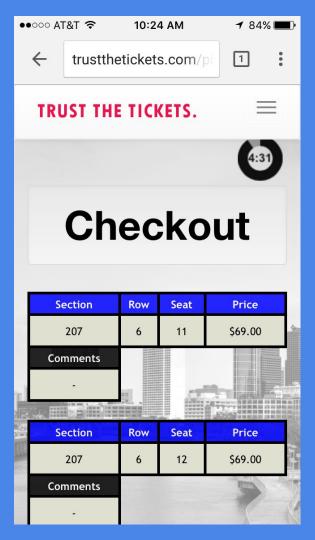




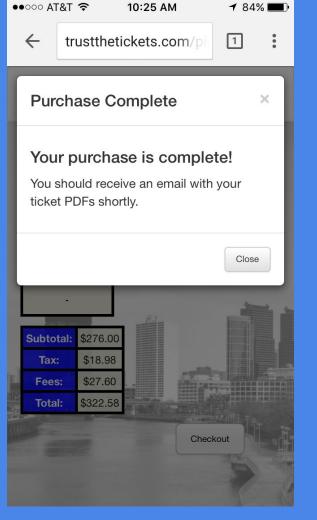












Interesting Technology Components

PDF Interface

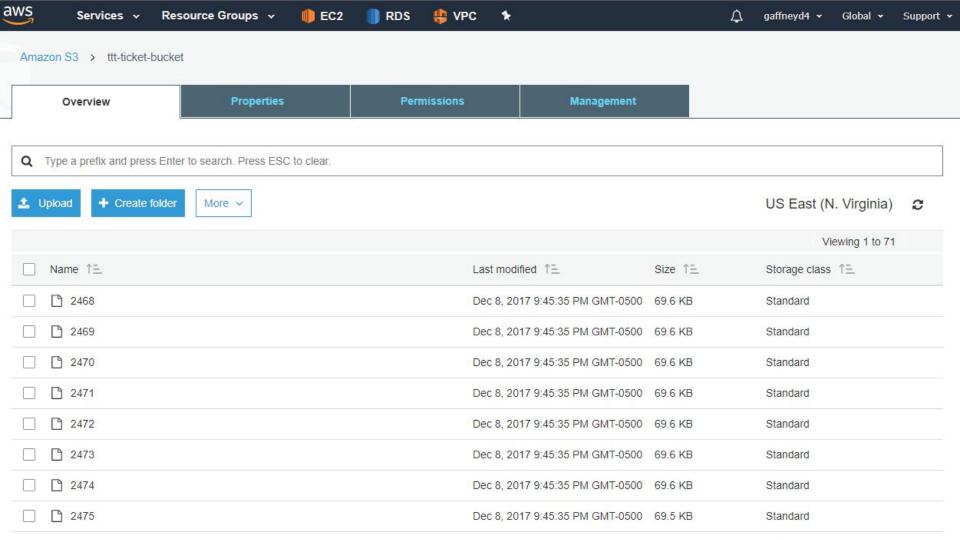
For a ticket website, uploading tickets and emailing tickets is a requirement.

Since buyers can buy individual tickets in listings, tickets must be split somehow

PDF Interface

Utilized AWS S3, Python Boto and PyPDF libraries to solve this problem

- On listing creation, user uploads a pdf file with x tickets
 - PyPDF library splits the pdf file into individual files, 1 per ticket
 - Use Boto library to upload each ticket to our AWS S3 bucket with its unique ticket_id as the key



PDF Interface

Utilized AWS S3, Python Boto and PyPDF libraries to solve this problem

- During transaction
 - Boto library used to download each ticket in the transaction
 - PyPDF library bundles the ticket pdf files into one pdf file
 - That total pdf file is then emailed to the buyer

Handles the pdf file interface seamlessly

Handling Race Conditions

For this project, we had to consider the case where two or more users simultaneously attempt to purchase the same tickets.

Two part strategy

- Trigger procedure to set a database field, called ticket status, to "Locked" for five minutes.
- If the user purchases the ticket, then change ticket status to sold. Else if the user backs out or time runs out, then return ticket status to available.

Developing for Desktop and Mobile

- React-Bootstrap
 - Look and feel of Twitter Bootstrap
 - Uses Facebook React.js Framework
- Use of CSS and media queries

Personal Takeaways

Anthony: "Create solid code as it may be used in other parts of the website."

Chris: "I have a stronger understanding for web development that I can use."

Curtis: "Check for libraries that already do what you want BEFORE creating it."

Derek: "There is never enough time for design... But the data model held up!"

Jon: "Learn the language before, instead of using the method, 'learn as you go'."

Tom: "Develop for mobile first!"

The End

Questions?

Thank you!