Team Number: 014-9

Team Name: BKBE

Application Name: Best Seat

Team Members: Tate Bullinger, Eyal Lahat, Blake Huhn, Kyle Behnken

Application Description:
This application will create a hub for comparing the prices of concert tickets. Users would sign on, search for the event they are interested in, and see a variety of vendors/websites. The user can follow his favorite bands or teams, and get email updates about new ticket availability.

Users will have their own account, which will have its own login and registration page, respectively. User data will include a hashed password and username/email, which will be stored in a database. Users will be able to follow certain artists/teams, which will also be stored in the database.

From the login page, Users are able to search and select the team/person they are searching for, and select a specific event further. From here, they will be shown a list of available tickets from different vendors with a few seating options. For example, upper bowl seating, lower bowl seating, floor, club level, etc. Users can also follow teams or artists, which will be shown on a separate page for them to select from. Finally, they will be able to log out.

Audience: Live event enthusiasts who look to combat the rise in ticket prices for these events and ticket scalpers. Clients living in areas with major sports teams and big venues. Clients can easily compare all the prices available on different websites on a single platform that connects to the external vendors.

Vision Statement: For fans of live events who want to easily discover the best deals on tickets, Best Seat is a platform that groups listings from multiple sources in one spot. Unlike manually sifting through different ticket sites, our product simplifies the process and helps users find their favorite seat at the best price.

Public Repository: https://github.com/ItsAltus/BestSeat

Development Method: We decided to use an agile development method. We will develop the whole project over the course of 1 sprint. Our first Kanban meeting will be about creating epics, allocating stories to each member, and assigning story points to each story. We don’t think creating a standup routine is the most efficient as we won't always be contributing every day due to workloads of other courses; So we decided to have a weekly meeting instead to compound our progress.

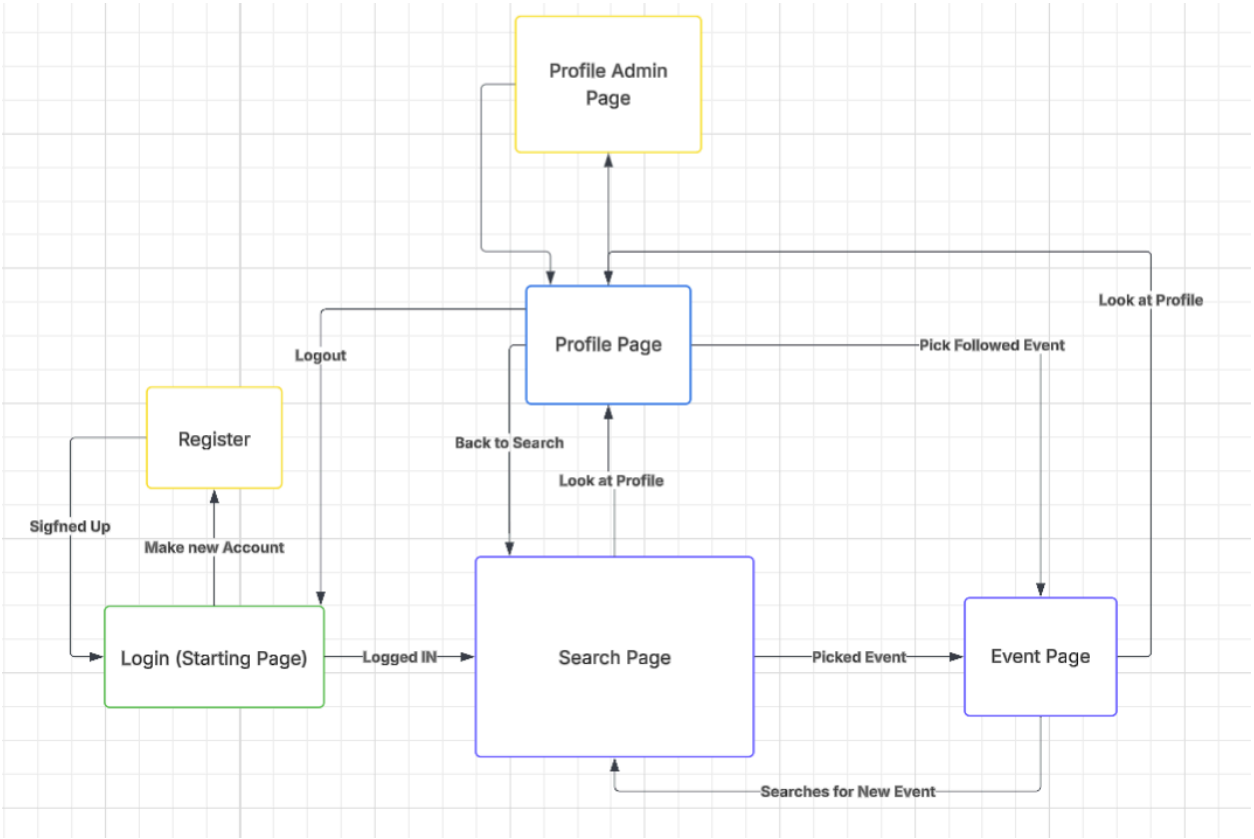
Communication Plan: We communicate on a Discord server and load our project updates on our local repository. Whenever meaningful progress is complete, we will report what we did in the discord group.

Meeting Plan:

-Weekly group meeting on Thursday at 2:00 PM in person @ CSEL.

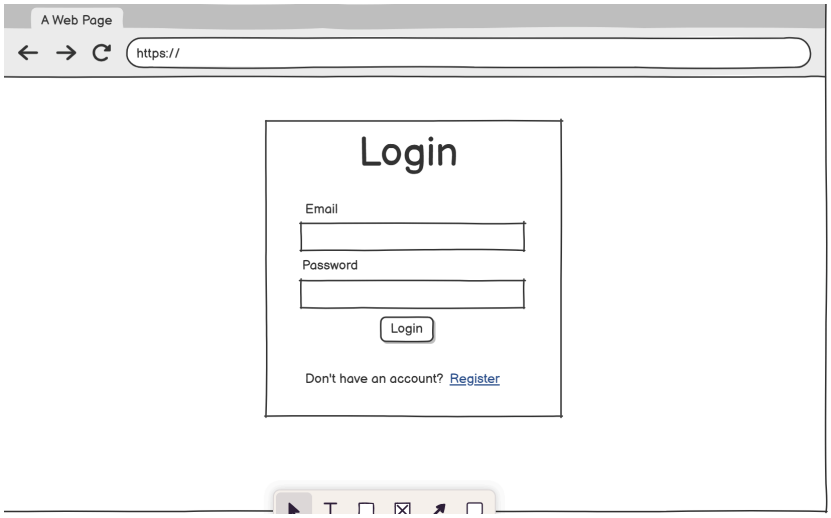
-Meeting with the TA on Tuesday at 2:30 on Zoom.

Use Case Diagram:

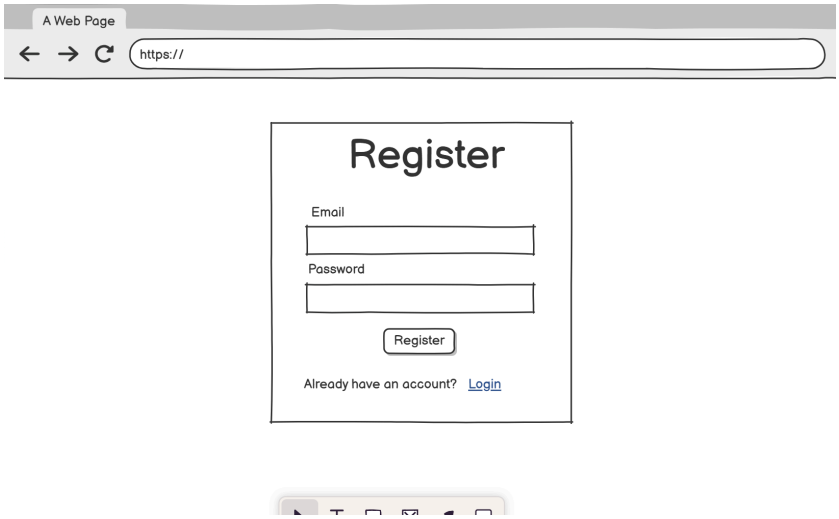


Wireframes: 5 pages:

Login



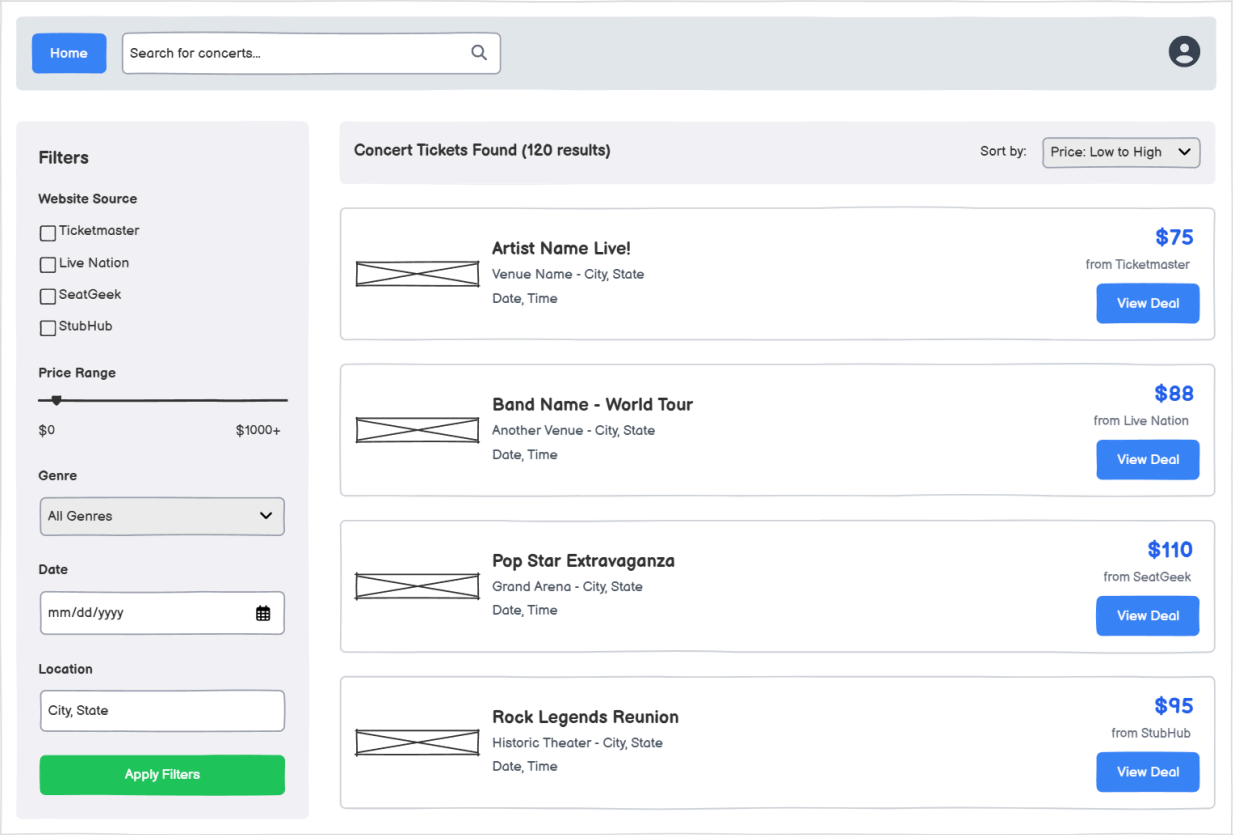
Register



Logout

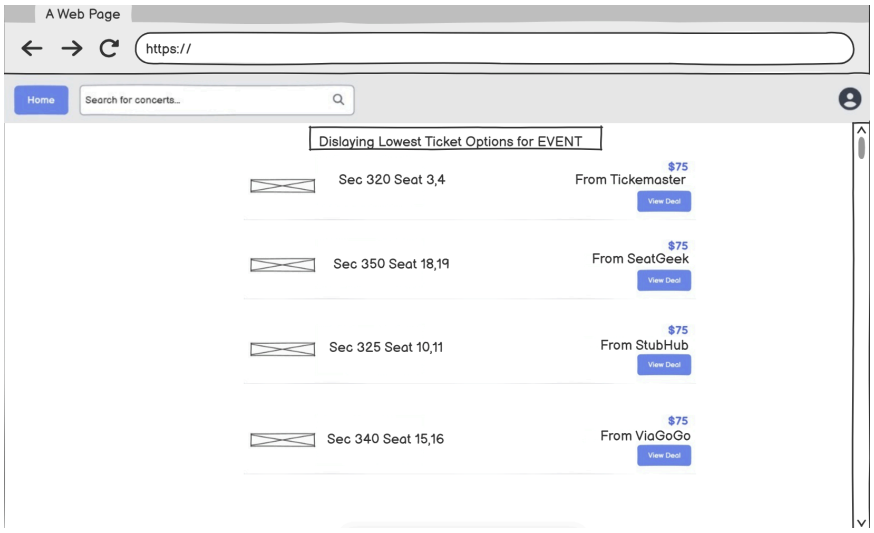
No Wireframe since it will direct to login and kill session

Search

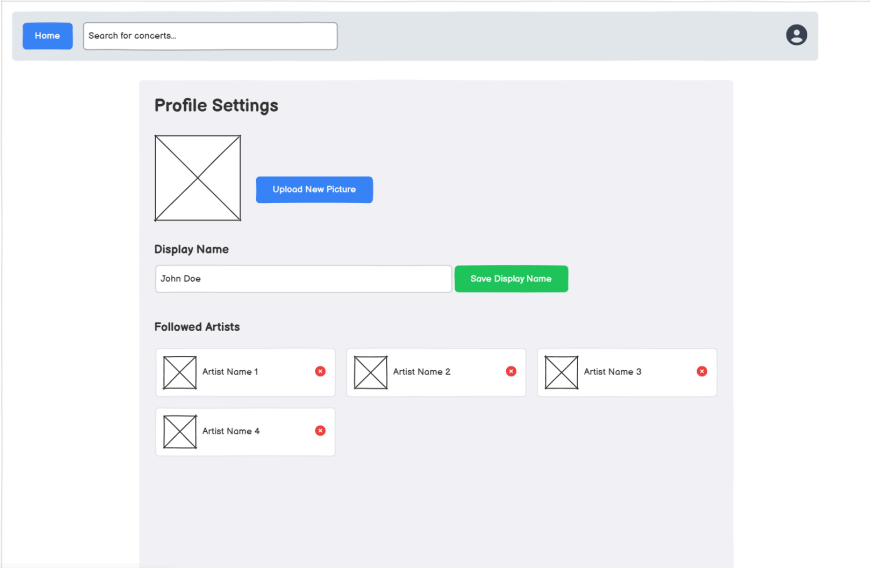


Home page button redirects search page with cleared/default search

Display Comparisons



Profile



Extra Credit:

1. The ticket seller isn't real, the user gets his money and information stolen. This would be very severe for the specific user, and to mitigate this risk, we will only send users to trusted vendors.
2. Inconsistent data across APIs. If availability status is different across services at a given moment, it can lead to confusion. This would be medium severity, as it can be resolved and wouldn't lead to anything such as loss of data. It could be mitigated by validating the consistency of the data on the backend often so that any inconsistencies are found as soon as possible.
3. Performance could be impacted by pulling from 4 different large APIs, especially as our own database grows. This would be medium severity, as it is simply an inconvenience to user experience. To mitigate this we should utilize asyncs and query optimization.
4. Team communication gaps could result in merge conflicts in the code. This is low severity, as we have a plan to mitigate conflicts via communication workflows.
5. Our data could not be up to date due to its reliance on third-party vendors. If one of our sources has a technical issue, for example a website crash, then we can have an error pulling event data from it.