

Screen Sketches

Team 4_Rasel_8

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1. List of Actors and functionality

 - Users
 - Able to buy/sell tickets
 - Talk to friends/groups
 - Plan and find events
 - Event Organizers
 - Set up game events
 - Track revenue and tickets sold
 - Admins/Moderators
 - ban/freeze accounts
 - Make sure the app runs fine (no errors/crashes)
 - Help with login info (forgot/change password)
2. List of Non-functional requirements.

 - Product
 - Efficiency
 - The app should handle a large volume of users and transactions simultaneously without slowdowns.
 - Search filters should allow users to find events quickly.
 - Usability
 - Easy to navigate: Users should easily find event categories (football, basketball), purchase tickets, and view their order history.
 - Quick access: One-click access to popular events or teams.
 - User-friendly design: Clear button placement and readable fonts. Minimized clicks to complete a transaction.
 - Performance
 - Fast response times: Pages and actions should load and execute in under 2 seconds.
 - Scalable: The app must handle traffic spikes during high-demand periods (e.g., playoffs, championships).
 - Low latency: Data should be updated in real-time, ensuring available tickets reflect accurate numbers.
 - Space
 - The app size should be optimized to minimize the storage requirements on user devices.
 - Reliability
 - The app should have 99.9% uptime, ensuring that it remains accessible during high-traffic events.
 - Proper backup and disaster recovery measures should be in place to prevent data loss in case of system failures.
 - Organizational
 - Implementation
 - Seamless integration with existing payment systems and third-party ticketing platforms.
 - Cloud-based infrastructure to ensure scalability and reliability.
 - Standards
 - Security standards: user privacy and secure payments
 - UI/UX standards: Adherence to Material Design
 - External
 - Safety
 - Secure Payment Processing
 - encryption
 - User Data Security
 - Keeping data safe and secure

- Ticket Fraud Prevention
 - No counterfeit tickets
- Privacy Requirements
 - User Data Control
 - Users control what data is collected
 - Compliance with Privacy Regulations
- Ethical Requirements
 - Equal Access
 - Transparent Pricing
 - ticket prices are transparent with no hidden fees show all costs

1. List tables and their fields needed for your project + table relationships

Tickets: Stores information about tickets.

- Ticket_Id - Primary key
- Rows
- Section
- Price
- User_Id - foreign key to Users
- Event_Id - foreign key to Events
- isActive

Events: Stores information about events

- Event_Id - primary key
- Name
- Date
- Location
- Description
- Max_Capacity

Users

- User_Id - Primary key
- Name
- Join Date
- storeRating
- Email_Id
- Events visited
- Valid_Ticket_Count

Friends: Stores friendship status between two users. Each entry represents a link between two users. Link status is specified with Friendship_status

- Friendship_Id - Primary key
- User_one - Foreign key to Users
- User_two - Foreign key to users
- Friendship_status
- Chat_Id - foreign key to Chats

Groups: Keeps track of who is in which group. Each entry represents a single member belonging to a group. Multiple entries may have the same group id.

- Member Id - Primary key
- Group Id
- Member - Foreign key to Users
- Chat_Id - Foreign key to Chats

Chats: List of chats. Users and Groups will have a corresponding entry in this table

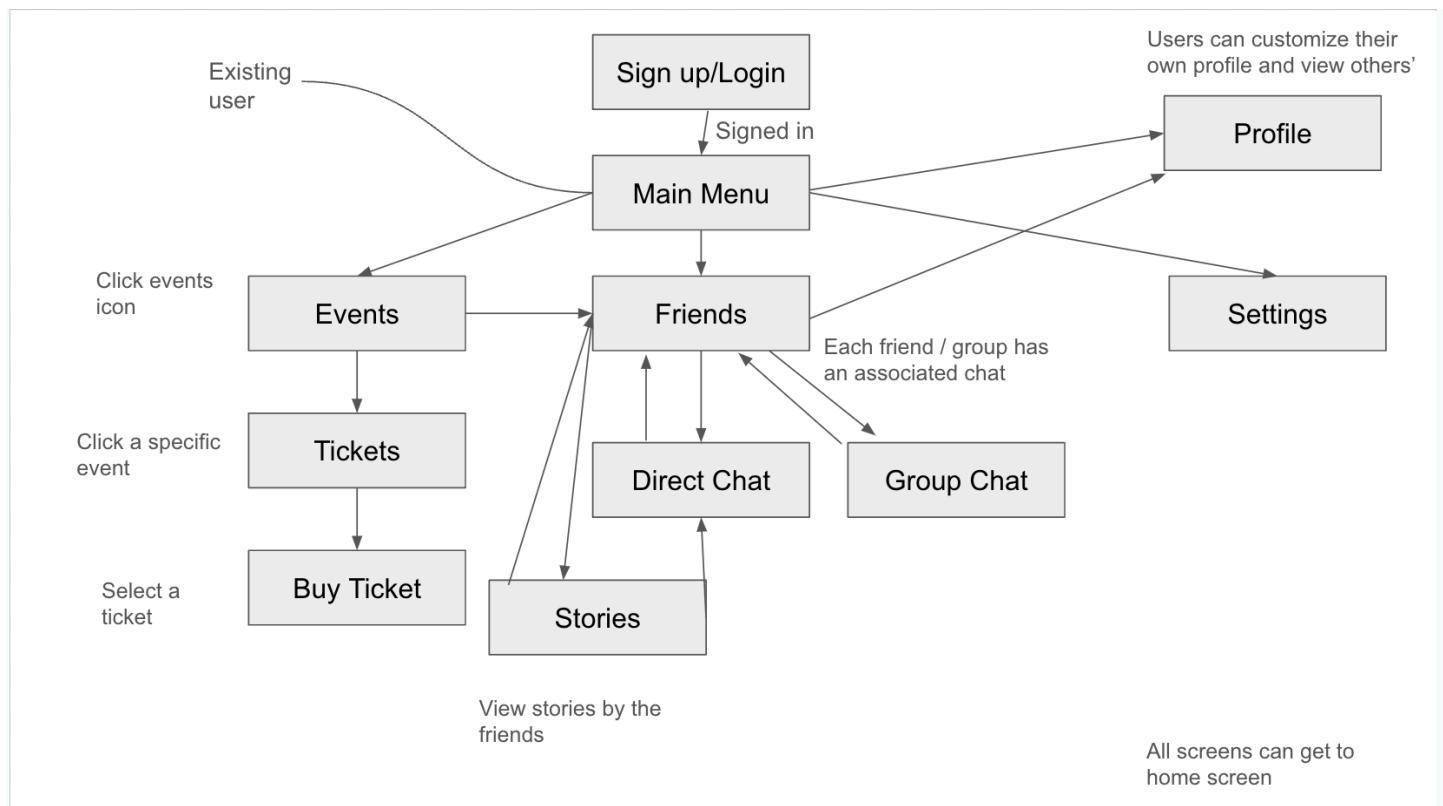
- Chat_Id - Primary key

Chat_Line: Keep track of message content, to display on future access attempts

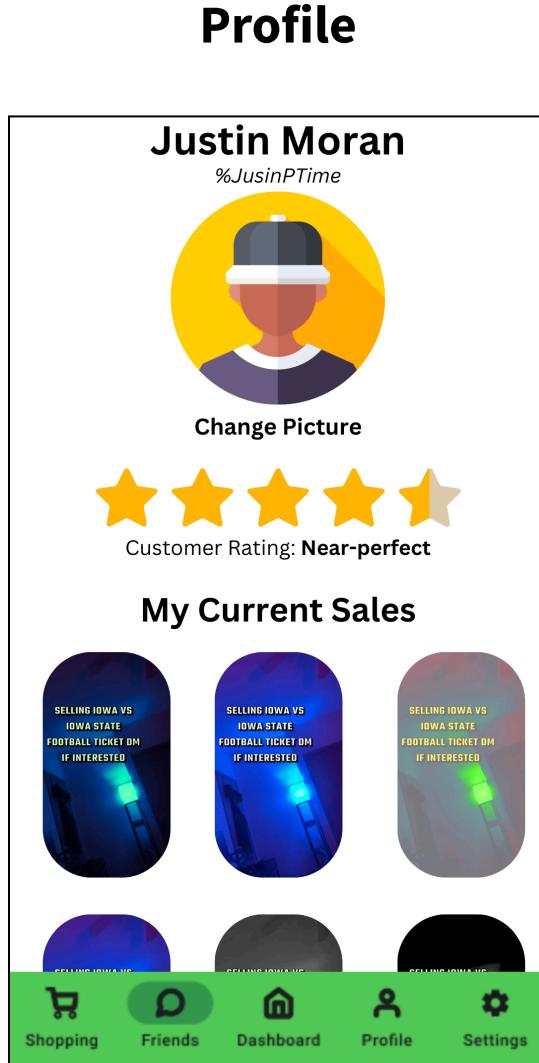
- Line_Id - Primary key

- Chat_Id - Foreign key to Chats
- Sender_id - Foreign key to Users
- Line_text
- created_timestamp

1. Fourth page: One page Screen flow diagram



Justin Screen Sketch 1 (Profile)



The profile outlines the following profile data:

The user's 'Name' which is the name of a given user, and a 'user_ID' which is a unique name (primary key) the user comes up with starting with a '%'

Other data included is 'storeRating' which averages the ratings a given user has received, and scored using the following:

[>1 = Un-shoppable][1-1.9 = Very Bad] [2-2.9 = Meh] [3-3.9 = Alright] [4-4.49 = Superb][>4.5 Near-perfect]

Lastly, a user is able to see current sales, and can view more details by clicking on the designated picture thumbnail. 'Join Date', 'Email_Id', 'Events visited', are shown when a user clicks on the username of a profile

Justin Screen Sketch 2 (Story)

Stories



The Story outlines the following data:

Able to view posts made by people you follow ‘Following’, explore upcoming events in your area ‘Explore Events’ and, if we have extra time, suggest content based on a given user’s history ‘For You’

Users are able to save a given post by tapping the heart icon, which adds the post’s ‘postID’, the unique number given to posts to “Saved” which can be viewed in the dashboard. They are also able to message the seller by clicking on the comment button, and can share posts to group chats by clicking the share icon. Users are able to overlay music on a post to give extra customizability to users

Posts are loaded continuously in a vertical carousel, similar to what TikTok does

Prerak 1 Events page

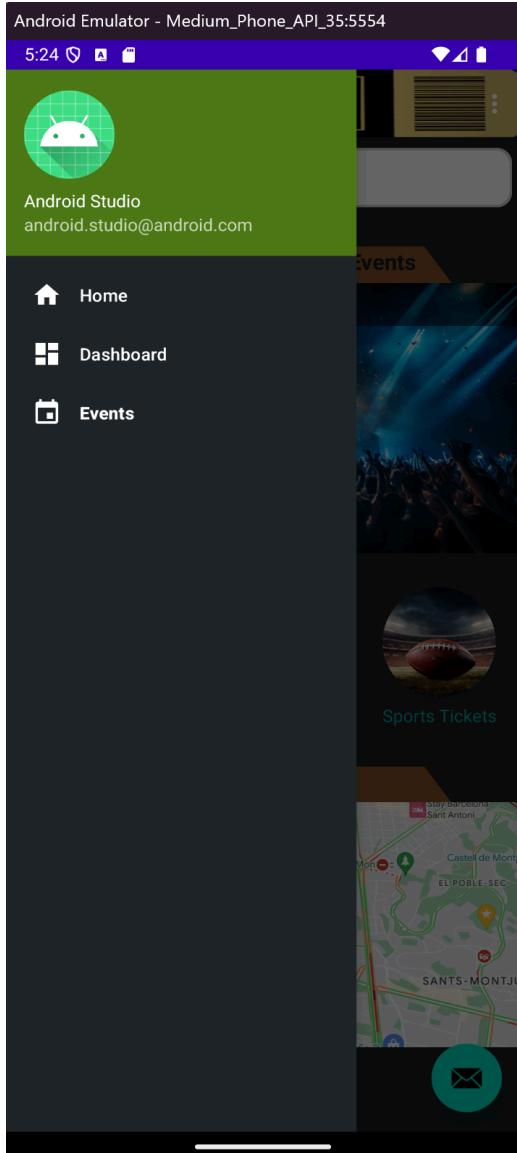


Figure: Nav Bar

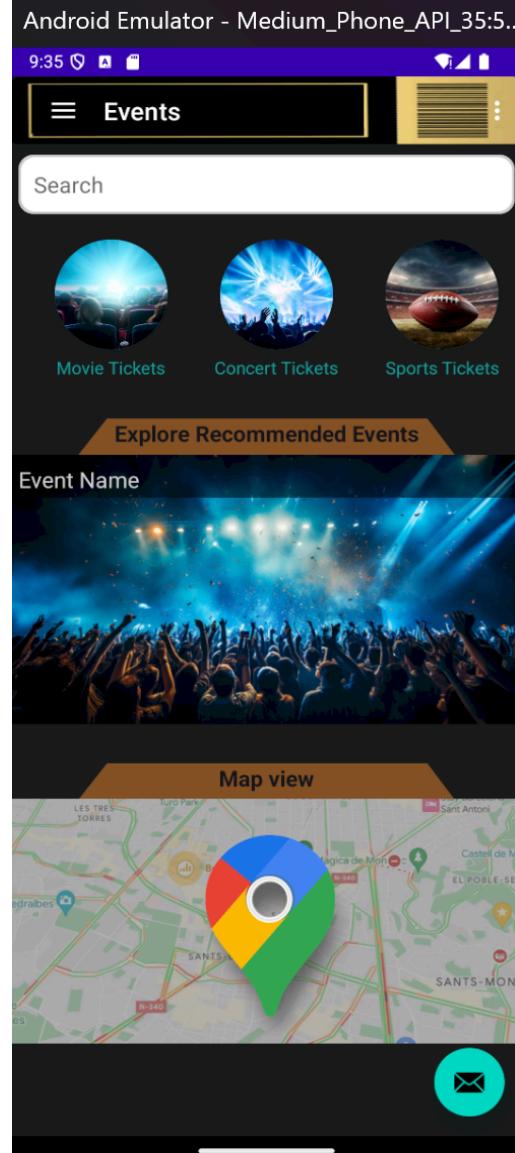
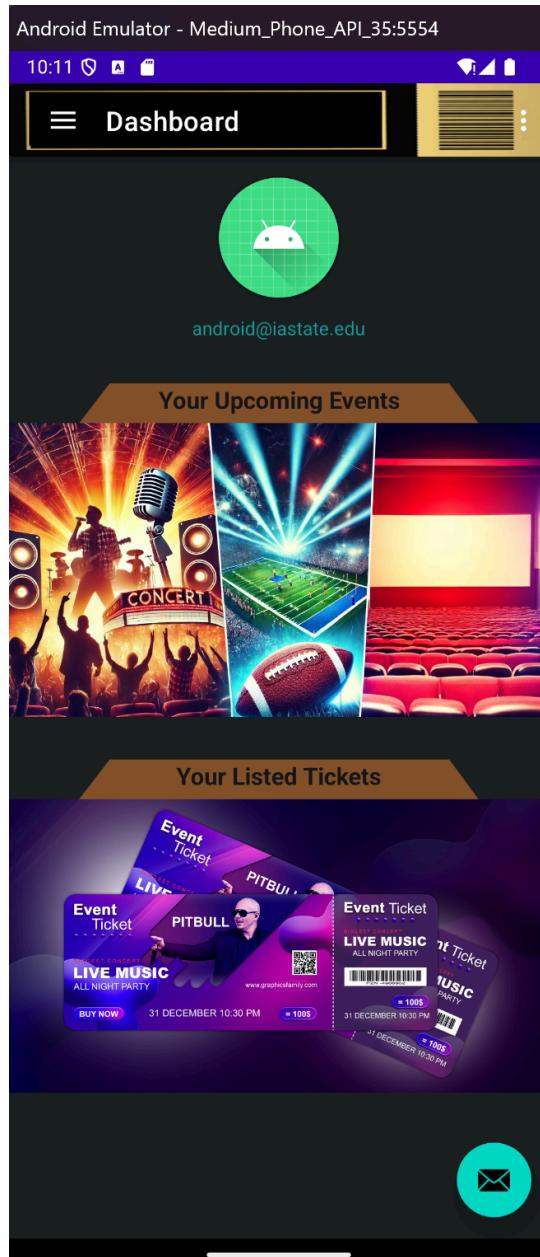


Figure:Events Page

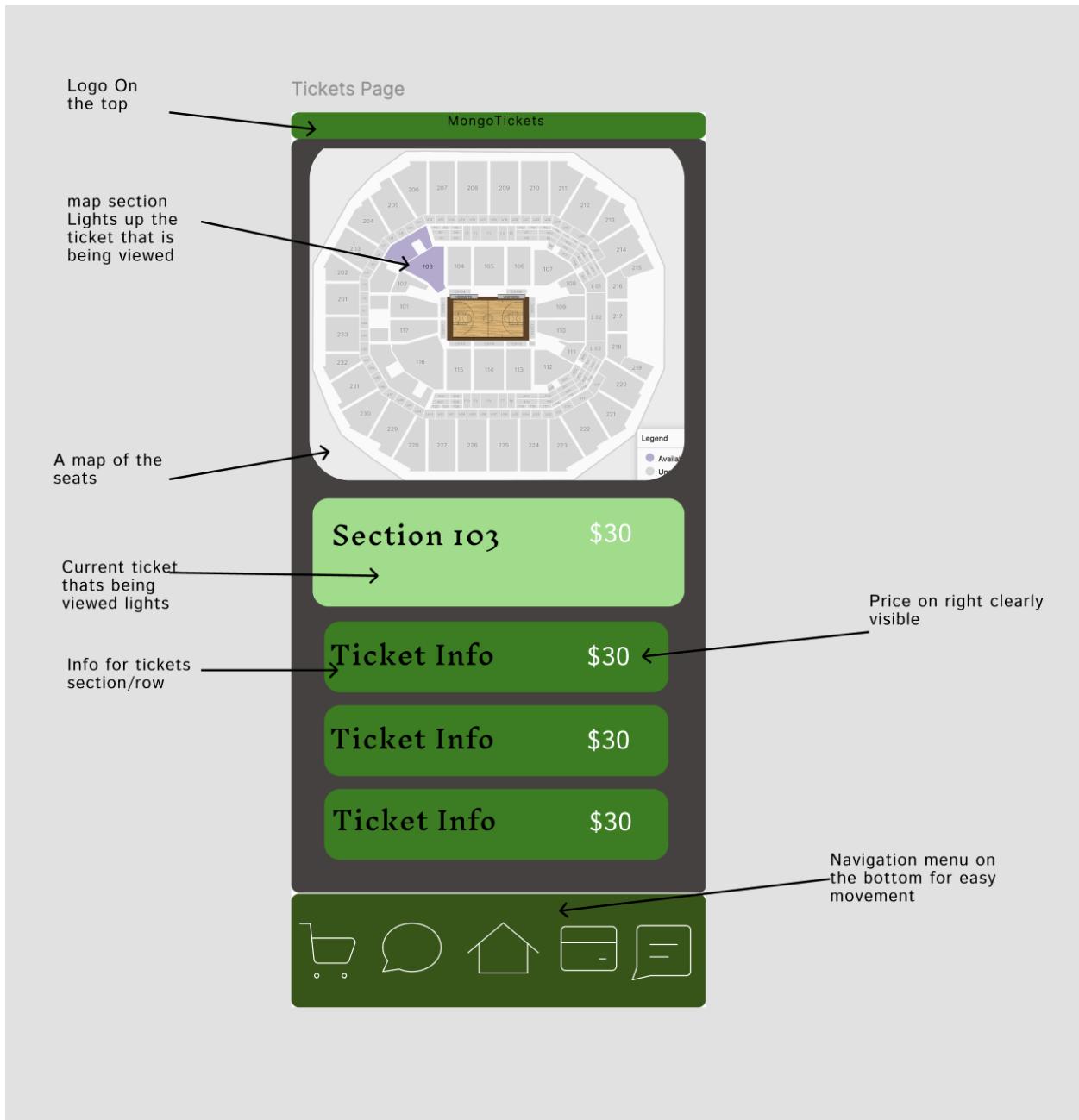
- The Nav Bar contains all the pages of the website for easy access
- The events page: Search bar to search for events
- Recommended events based on location
- Icons to filter the events displayed based on the type of event
- Map view to search events on the map (requires location access)

Prerak 2 Dashboard



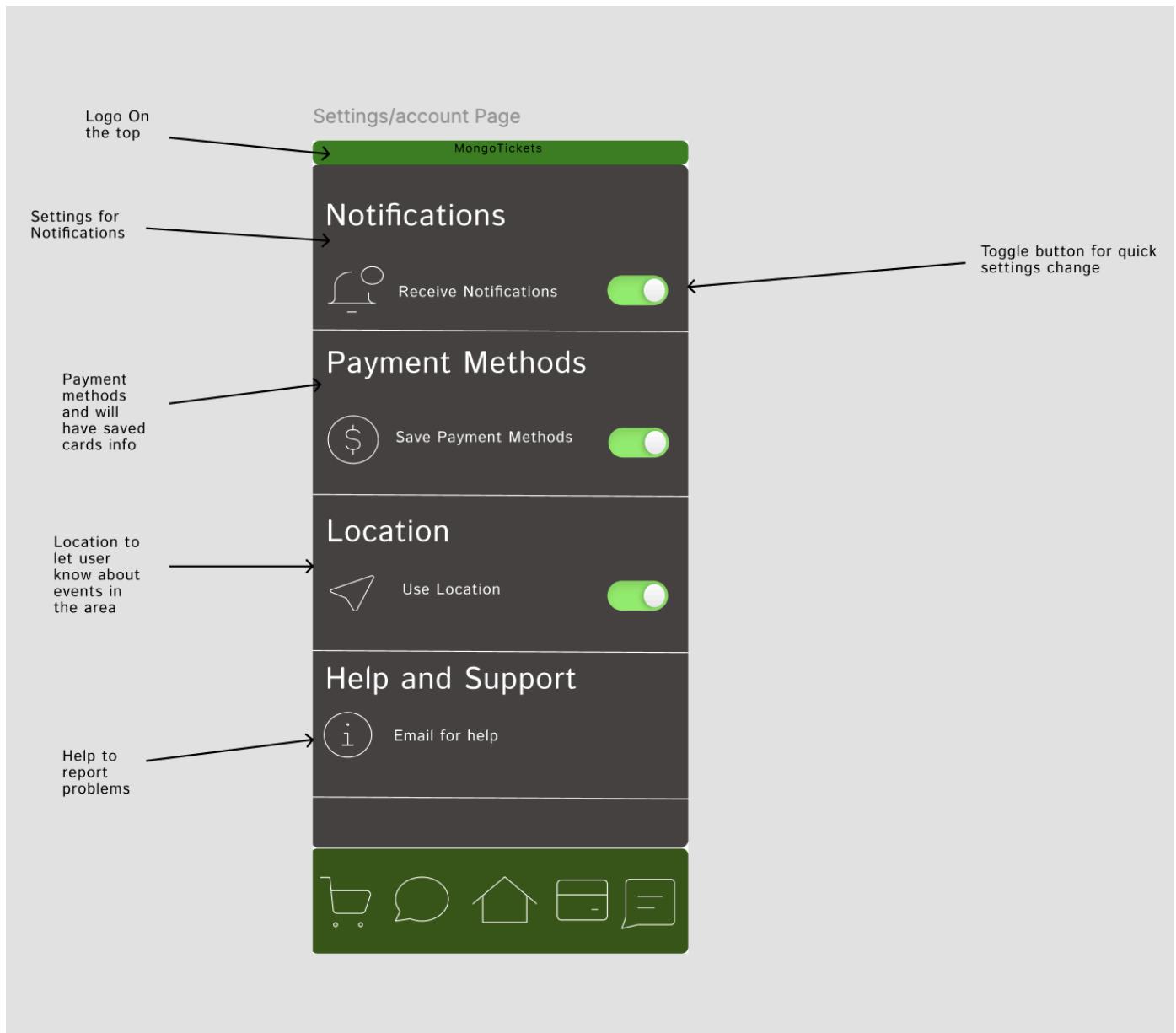
- Dashboard view
- Profile picture on top with username
- Shortcut to view your registered upcoming events
- Shortcut to view your listed tickets and sales

Anoop 1 Tickets Screen



The Purpose of this screen is to show the user where the seat he is buying for the event. When he navigates to the event he picks he will see a map of the stadium and tickets that are available. After this he will pick a ticket he wants and he will see where the seat is and decide if he wants to take the ticket.

Anoop 2 Settings Screen



The purpose of this screen is for the user to change the settings. He will have options to turn on off location, notifications and many other features.

Nick 1 - Chat Page

Group chat names are customizable

MongoTickets

Group Chat Name

Me

Where are we meeting?

User 1

Outside the venue

User 2

has shared ticket information

Utility ribbon allows for sharing of media and tickets / ticket information

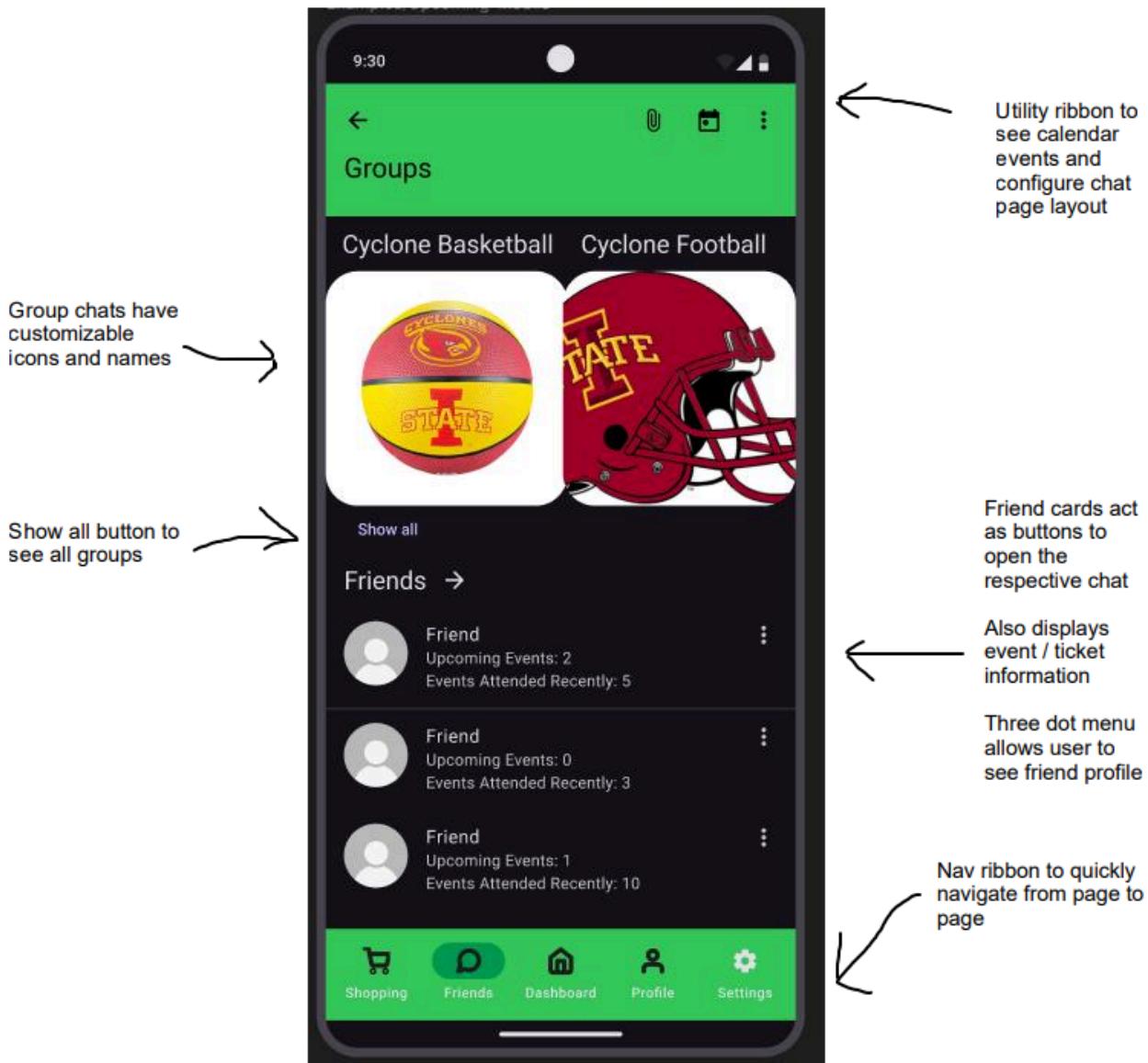
Ticket information can be viewed on the app or downloaded locally

Users can discuss events with multiple friends

Nav bar to easily navigate from page to page

This screen shows chats between two or more users, depending on whether the chat is direct or a group chat. There is no way to navigate to this screen directly from the nav bar, as each friend / group on the friends page will have its own unique chat. The utility ribbon allows for friends to quickly share event info like location, parking, times, and even the tickets themselves. Group chats will be tied to a group on the friends page, and have customizable names / icons.

Nick 2 - Friends Page



This is the page that the friends tab on the nav ribbon will lead to. It is meant to contain a list of all of the friends that a user has. The order of the list can be changed, to either show most recently chatted friends, or friends going to the same events as the user. Using the three dot menu on each friend's card can allow the user to navigate to the friend's profile and see more of their information. Clicking on a friend's card will open the Chats screen, as seen above. Groups are featured with large, customizable icons. Clicking on a group icon will also open the Chats screen. The layout of the Friends page can be changed with the utility ribbon.