Project:
TicketBlaster - an online ticket sales platform

Objectives:
- Allow Venues to list tickets for events
- Allow Event Coordinators to create/manage events
- Allow Buyer to buy tickets
- Run as cheaply as possible, by scaling the app instances down to zero, and up to a reasonable max to match demand
- Easy deploys without outages

Users:
- Buyers - Buy tickets for events
- Event Coordinator - Add events/create tickets and (maybe) promote them
- Venue Owner- Sell tickets, provide information about seating, amenities, parking, etc
- Admin - Create and manage users

Technology stack / Architecture:
- Which type of app:
  - ☑ ~~Web app because of familiarity~~
  - ☐ Flutter app to try a new mobile framework
  - ☐ Native app for high performance
- Which front end framework:
  - ☑ ~~Angular, because of familiarity~~
  - ☐ React because of popularity, and mobile porting
  - ☐ LAMP, for simplicity
  - ☐ Django, for a Python monorepo
- Which back end framework:
  - ☑ ~~Spring Boot, powerful, extendable,~~
  - ☐ Backend as a service
    - Lambda functions, or Firebase
  - ☐ Flask, Simple, Python monorepo!
  - ☐ CakePHP, Very simple, server side
- 3rd Party integrations
  - ☑ ~~Stripe, for easy payment handling and to try something new~~
  - ☐ Okta, or some other identity federator
    More to come
- Architecture:
  - ☑ ~~Serverless, for ease of deployment and maintenance~~
  - ☐ Stateless, to make sure that we can easily make duplicates of the app to match demand
- Languages:

- [ ] Javascript (Angular)
- [ ] Java (Spring)