# Roskilde app - Brainstorm

## City

* Supermarket
  + Recommendation of where to go to get food and stuff in the nearby city, based on preference and budget.
* Beer/Cheap camp-food
* Offers\*
  + This feature should look at the ”e-offer-catalogs” of nearby supermarkets to find and recommend which stores to go to when you need beer, food etc. for your camp.
  + Compare the prices from the festival to the stores in the city. And give this info to the user, so he can decide if it’s worth it.
* Distance
  + Consider the distance to the market.
* Budget
  + Also take into account the amount of money the user have left.
* Toilets
  + Gives info on nearby free toilets.

## Food – On Camp

* Budget
* Distance
* Type
* Preference
* Que

The user needs to specify a budget beforehand. After the budget is entered, the user should specify his/her food preferences. From the user’s preferences, the program should recommend some food options. In the recommendation, the program needs to tell the user how much the recommended item/items costs, the length of the que to the food stall, and the distance to the stall. The que calculation should be calculated from the amount of app users in the area. The app could also recommend food items based alcohol consumption. The user enters the amount of alcohol he/she has consumed, and the app tells the user, what food he/she needs to consume to avert a hangover.

## Music

* Preference (Spotify\*\*)
* Find group
* Scheduling
  + Warning
  + Group
  + Individual

\*\*Spotify – The program could use Spotify to schedule what artist you should see based on your taste of music, and possibly combine the music taste (Spotify history) of your entire camp to make a schedule that fits you all.

## Dating app

* Tinder
* Location of male/female
* Camps