

PROJECT REPORT



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AWARE

*With AWARE gather musicians has
never been that easy !*



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Project Presentation

The concept

This application will allow musicians to find places to play music, such as bars, nightclubs, rehearsal rooms, studios and concert halls. The main objective of this application is to connect musicians and venues in a simple and efficient way, by listing information about each of them.

WHY ?

It is often difficult for bands to find a place to play their songs and get known. They often have to travel to unfamiliar cities to do so. It is to answer this need that we decided to develop this project, in collaboration with Mr. NICOLAY.

WHO IS IT FOR ?

Our application is designed to be used by bands and music venue managers. It offers a simple and intuitive interface, with a clean design, which allows users to easily find a music venue using selection criteria and to choose a band through a presentation of their biography.

Project Presentation

HOW DOES IT WORK?

The application works as follows:

First, a registration page that asks the user to fill in: the name of their band, their musical genre, the number of band members, their email, a password and a confirmation.



Then, the application is divided into two pages. The Home page where it is possible to search for a bar, and the My Account page where the user can see their information and edit it.

Project Presentation

Type of format

FRONTEND :

Flutter is a developpement kit. It is used to develop cross platform application for several platform (IOS, Android, ...). Flutter uses a programming language called Dart that is easy to learn and implement. It allows especialy to develop and debug the codes and to obtain a large variety of widgets.

BACKEND :

Firebase is a backend-as-a-Service (BaaS) app development platform. It provides more simply authentication services, push messages, file analysis and in particular to securitize data and to have good performances in terms of data transfer.



Firebase



Flutter

AWARE

Team



BARBE-RICHAUD
Romain
Project Manager
(In charge of development)



BOURRACHOT
Lucas
Product Owner
(In charge of app design)



CAILLE
Noé
Scrum Master
(In charge of development)

AWARE Development

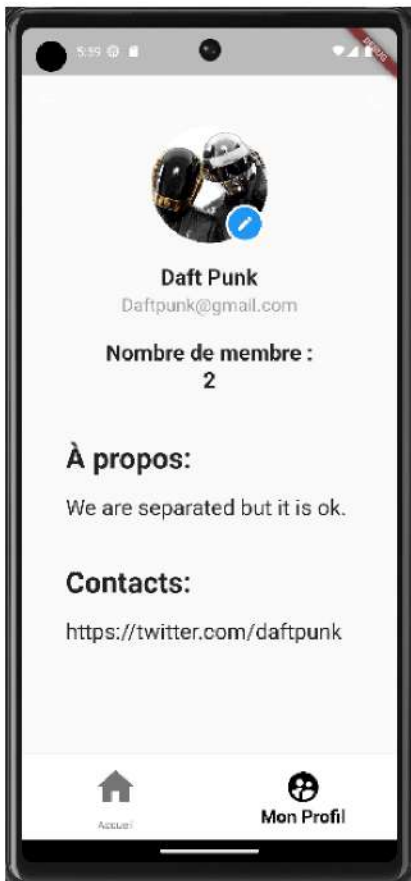
The app

For the creation account, the code takes strings for group name, genre, email, password and password confirmation. It also takes an integer for the number of members. When entering the password, the letters will be replaced by the character "*" as we are used to seeing it on any site.



Additionally, we implemented a validator which checks the validity of the different input fields (if the input field is empty, if the password length is less than 6 characters and if the two words passwords match).

AWARE Development



Here is the profile page of a group. We have created a fairly uncluttered profile page: name of the group, group email, number of members, a brief description as well as links to contact the groups on various social networks. You can also modify the image by clicking on the blue pen.

We also implemented a navigation bar at the bottom of the page to navigate between the search page and the band profile page

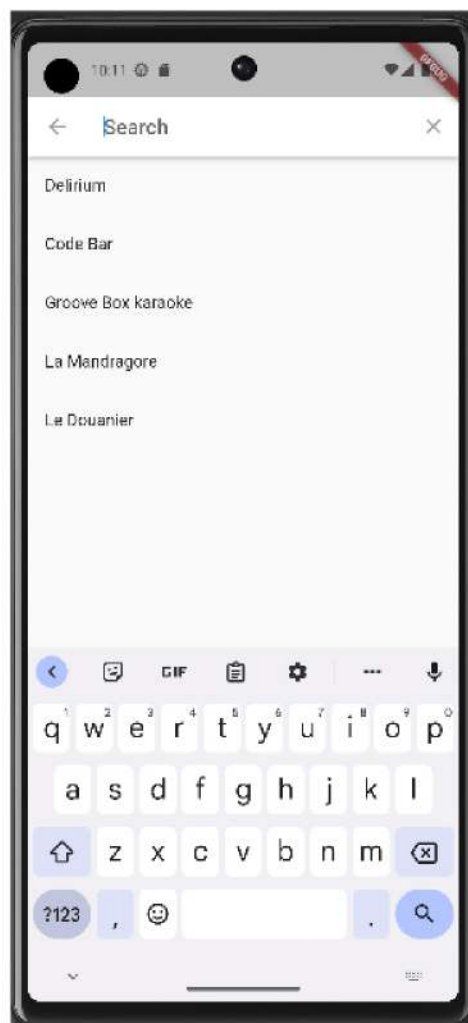
About the login page, after registering, the user can now use this page to log in to his account. It uses the same logic as the code for the creation of an account except that it only takes the email and the password.

The validator implemented on the registration page is also present on this one.



AWARE Development

Finally, here is the search page. By clicking on the magnifying glass, the keyboard opens and you can then search for a specific bar. A list of bars is also suggested when searching. As the page is empty, we intend to add search categories (list of events in Strasbourg, favorite places, etc.) to fill it.

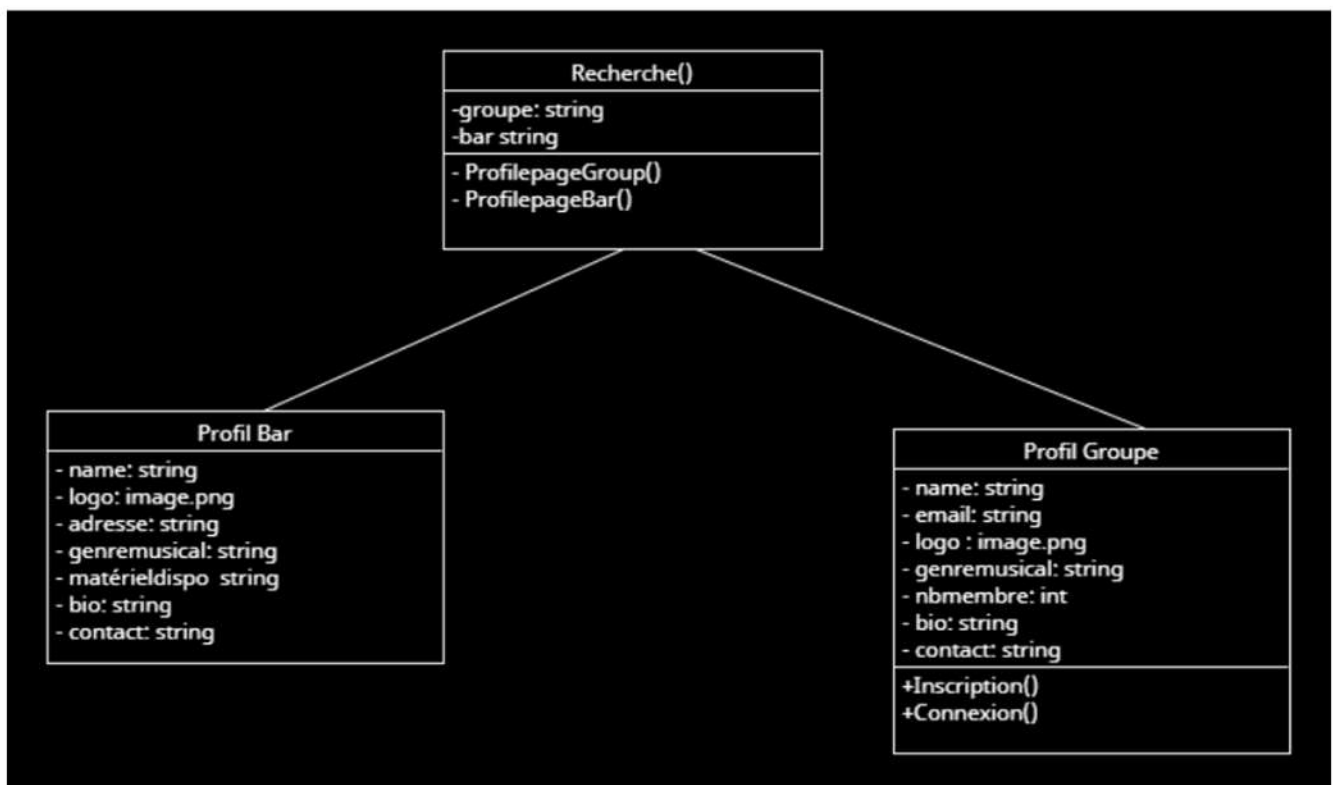


AWARE

Development

The Structure

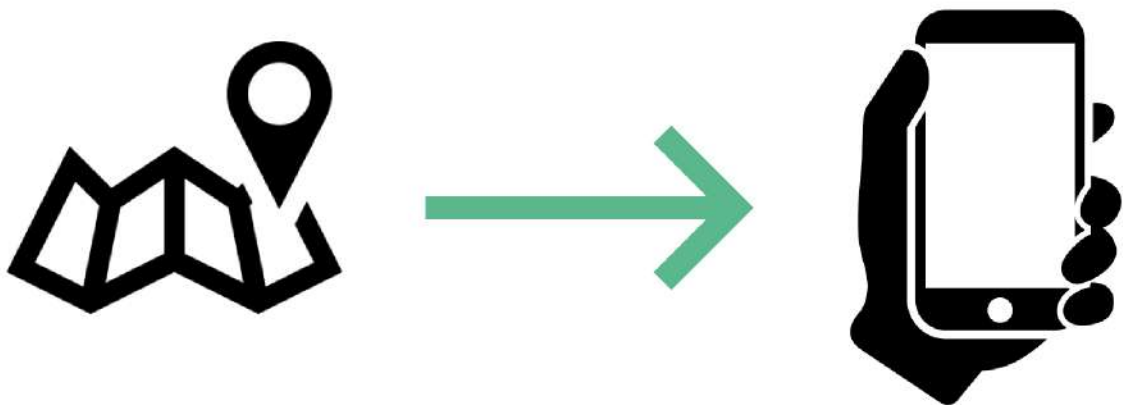
We decided to present the structure with Visual Studio Code and its extension UMLet. There are three classes at the moment : Recherche, Profil Bar, Profil Groupe. All the bar profile will be implemented by us, so there is no need to create an account for them. The profil of a group can be create by the user thanks to the class 'Inscription()'. Users can, later, connect to their profil with the class 'Connexion()'. Finally, the search class 'Recherche' will permit to the user to find a band or a bar.



The Difficulties

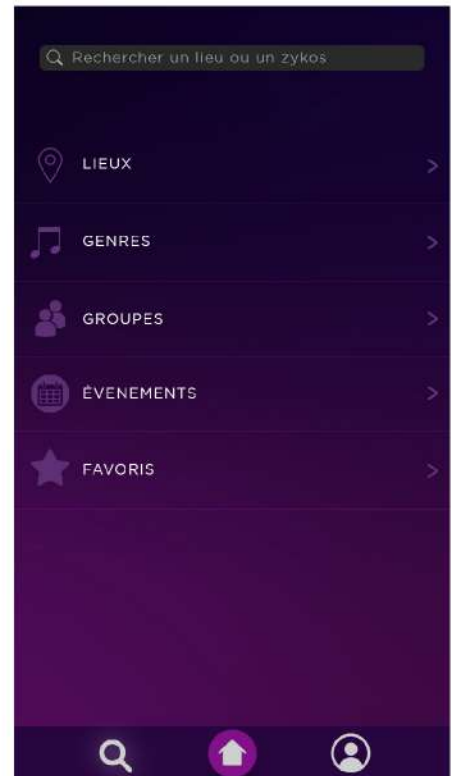
We had to adapt some of the application's features due to the discovery of slightly outdated tutorials. Despite this, we managed to include most of the features we had planned. However, it was necessary for Romain to buy an additional hard disk to be able to continue the development of the application, because his computer did not have enough storage space.

We also encountered a problem quite quickly, the basic idea of implementing a map system in the application turned out to be more complicated than expected. Indeed to integrate a map it was necessary to make a purchase, we did not find any open source map.



The Difficulties

As far as the design of the application is concerned, we did not manage to make it identical to the mock-ups made on Photoshop, but we did manage to create a pleasant and intuitive interface for the user.

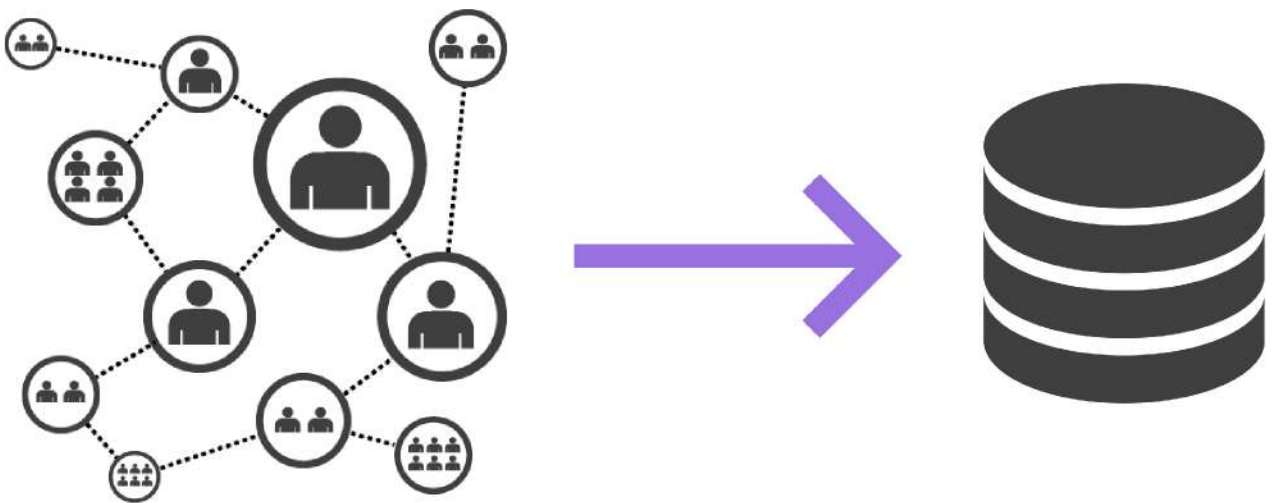


The implementation of firebase for databases and authentication was too much delayed and finally not done. The main mistake was to underestimate the hardness of its integration.

Future Evolution

Database

Once the application is functional, our teacher but also musician Mr. Nicolay will be able to talk about our work to his various acquaintances and music groups, which will give us a beginning of database and a good visibility in this field.



Then, we intend to go personally to the managers of the places to present them our project so that they can give us their agreement to appear in the application and provide us their coordinates. It will obviously be the case only for Strasbourg, because if the project takes more scale, it will be difficult for us to go in each bar of each city to create a network.

Future Evolution

Monetization

To compensate for the costs of the servers and the interactive map, we plan to set up an advertising system that will not disturb the user's comfort but will allow this project to generate profits. And for those who don't want advertising, we are also thinking of setting up a cheap and dispensable subscription.

Then, we are thinking about applying a commission for those who want to book an appointment directly in a certain venue, to privilege musicians who would be willing to invest to have the priority of a venue.

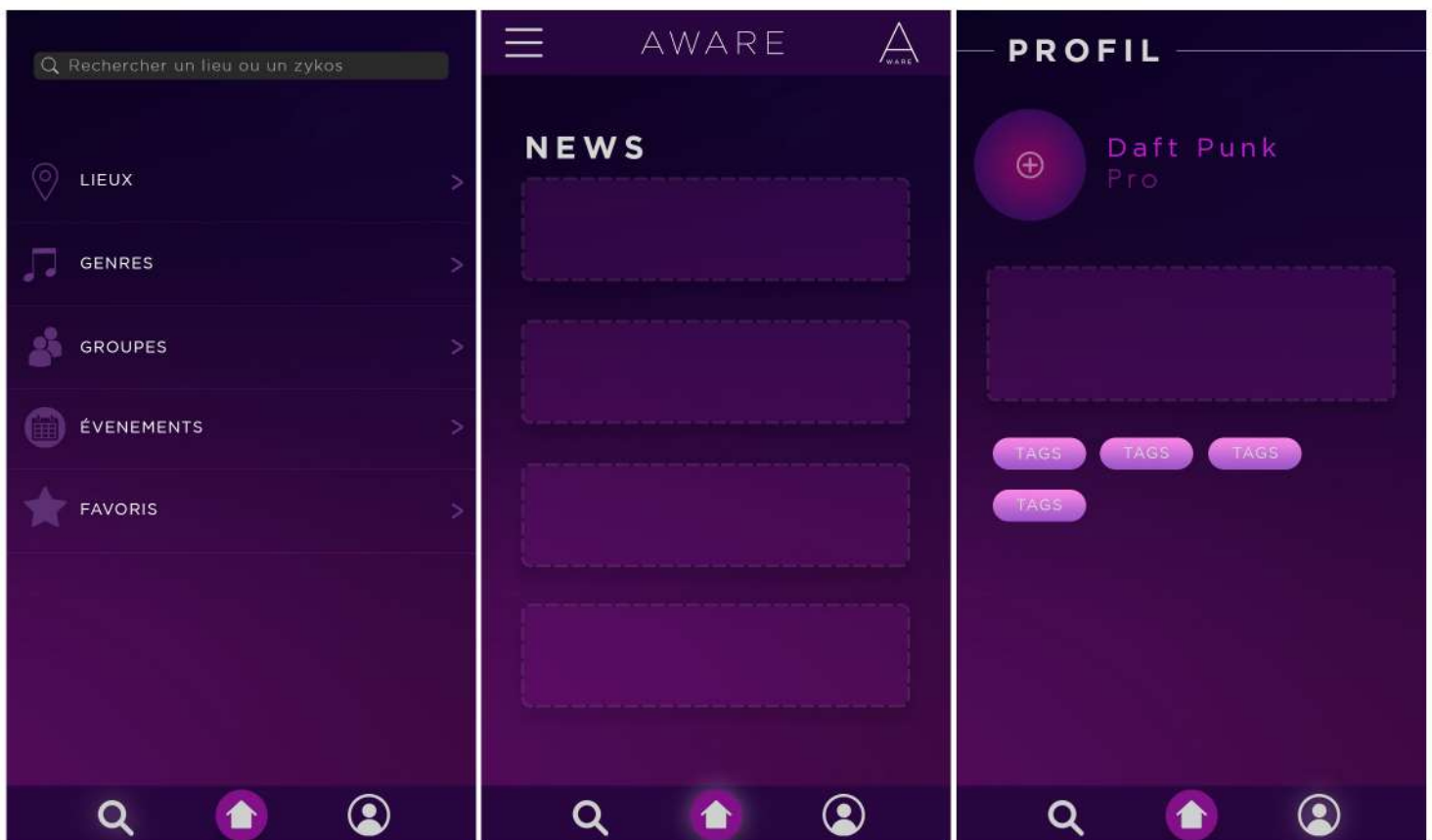


Finally, we plan to set up a donation system for those who want to support the project or simply thank us for our services. The overall idea is to offer a free application where users have the choice to participate or not.

Future Evolution

Design

Obviously there is an artistic direction and therefore attractive designs that will be implemented in the near future.



There will also be the addition of a home interface, it will be able to contain the map system.



CONCLUSION

We noticed that there were few or zero applications that create links between musicians. Even less between music bands and bars, nightclubs, studios,...

This is how the AWARE project was born, facilitating the exchange between musicians and music lovers!

**“WITH AWARE
GATHER MUSICIANS
HAS NEVER BEEN
THAT EASY !”**