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Subject: OOP

PROBLEM

The company “Feel The Tickets” is in charge of organizing any type of massive artistic events, it becomes challenging to keep a good planification of all the resources necessary when a new event is scheduled. The administrative department needs to take in mind an approximate budget based on the specifications of the event that is going to take place.

Even though the company has its own system for the purchase of tickets, it is necessary to have a way to keep track of every event in order to distribute the money and other resources correctly.

OVERVIEW

For an administrative event system, it is necessary to make clear that both, the end user and the client, is going to be an administrative manager, who’s going to create a new event that will detail all the information required to carry it out. The software will facilitate the creation and

management of schedules, agendas, resource allocation and staff activities to ensure an efficient coordination for the event.

The system will generate a summary about the development of the event once this has ended, with this information the administrative department could analyze this data to improve the quality of the company's service for future events.

BACKGROUND

Arts event management software is used to simplify and optimize all phases of the event planning, execution and evaluation process. From creating and customizing events, managing artist and participant booking, to coordinating agendas and facilitating real-time interaction during the event, this type of software automates tasks, improves operational efficiency and provides analytical tools to evaluate performance. Additionally, it contributes to a more seamless experience for both organizers and attendees, improving the overall quality of the event and allowing for more effective management of resources and information.

For artistic event management software to be efficient, it must have comprehensive features that cover everything from planning to post-event evaluation. Its essential features include an intuitive interface for easy setup and use, tools for registration and attendee management, customization capabilities to adapt to different types of events, effective communication options, task automation and robust analysis capabilities to evaluate the performance and collect valuable

data. Efficiency is also driven by the ability to provide a seamless experience for both organizers and attendees, thus contributing to the overall success of the event.

According with some information provided by the company, the estimate use of resources during an event is detailed in the following table:

Artist	Staff	Equipment	Budget (approximate)	Capacity of the place
Karol G	18 people	12 cell phones 8 cameras 6 portable batteries 2 printers	15 000	12 000
Ricardo Arjona (UIO)	40 people	16 cell phones 14 cameras 10 portable batteries 4 printers	25 000	40 000
Ricardo Arjona (GYE)	25 people	14 cell phones 6 cameras 8 portable batteries 2 printers	15 000	35 000



Daddy Yankee	40 people	16 cell phones 14 cameras 10 portable batteries 4 printers	25 000	40 000
Bad Bunny	30 people	16 cell phones 14 cameras 12 portable batteries 4 printers	20 000	40 000
Camilo (GYE)	25 people	12 cell phones 8 cameras 6 portable batteries 2 printers	15 000	12 000
Black Coffe	14 people	6 cell phones 6 cameras 2 portable batteries 2 printers	1 500	2 000
Stella Bossi	8 people	6 cell phones 6 cameras 2 portable batteries 2 printers	1 000	2 000

The approximate budget is made based on what was used for the ticket office and those who read the tickets (readers), such as transportation, food and extras that were used for the event, as it is difficult to get full access to money used for each event.

As it is visualized in the table, there seems to be a pattern that every event follows, meaning that by having a dedicated system that manages all this data, we could provide a good summary of the event to say if it was a success or a failure.