

Application for ticket sales for the football World Cup on the moon Statement of need / Requirements The context FRENCH SOFTWARE TESTING DAY In 2030, the football World Cup will take place on the moon. All matches will take place in several stadiums on the moon. FIFA wishes to be able to sell tickets for the different matches starting in 2026. To this end, FIFA wishes to have an application developed. The requirement: << Statement of a ticket reservation application for the next football World Cup on the moon, based on the film "The Martian".

Paragraph 1 In 2030, the Football World Cup will take place on the moon, an unprecedented event that requires an innovative and immersive ticket reservation application. Inspired by the film "The Martian", this application must offer an exceptional user experience, allowing football fans to feel as if they were on the lunar surface themselves. The application will need to integrate advanced virtual reality features, allowing users to virtually visit the lunar stadiums and infrastructures, while offering a futuristic and intuitive interface that will captivate users from their very first connection.

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Paragraph 2 Ticket reservation must be simple and fast, with customization options to meet the varied needs of different customer segments, such as families, businesses, and individual travelers. The application should be capable of proposing offers tailored to each user, based on their preferences and purchase history, in order to maximize customer satisfaction. Furthermore, an integrated loyalty program will allow for the rewarding of regular users, by offering them exclusive benefits and discounts on future purchases.

Paragraph 3 Transaction security is an absolute priority, and the application must guarantee total protection of user data, in accordance with the state-of-the-art in security. Users must be able to make payments with complete confidence, knowing that their personal and financial information is protected by cutting-edge security protocols. The application must also be capable of managing a large number of simultaneous users, with exemplary performance and reliability, in order to guarantee a smooth and uninterrupted experience.

Paragraph 4 The application must be designed to be scalable and capable of adapting to a rapid growth in the number of users. It will need to integrate new features over time, while maintaining a high level of performance and availability. An interactive educational section will be added to enrich the user experience, offering content on space exploration and the technological challenges linked to organizing such an event on the moon.

Paragraph 5 In terms of compatibility, the application must be accessible on various platforms, including major mobile operating systems and web browsers. It must also comply with accessibility standards, thus ensuring that all users, including those with specific needs, can fully benefit from it. \$24/7\$ technical support will be available to

quickly resolve issues and answer user questions, thus ensuring an optimal user experience.