

First Report - Festival Companion

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Abstract

This report will present the functionality and use cases of the proposed mobile application. It will describe its goals, users, technology, original contributions and the development plan.

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1 Goal and users

The goal of this application is to aid music festival participants (or any other kind of festival) in navigating the area around the festival, planning their activities and all around make the festival as good of an experience as it can be.

The main users of this application will be people attending festivals.

2 Introduction

The problem this application will solve is the general struggle and inconvenience of navigating the large area of a festival (such as Untold) and planning a schedule such that a participant can view as many of his/hers favourite artists as possible.

Music festivals which have many artists and span across very large areas are hard to navigate for someone unfamiliar with the area. There are many areas of interest such as food trucks, toilets, stages and other various activities. When there are so many things to do planning is also a challenge, so that the participant can get to do as many of them as he/she wishes.

This app will be a companion app that will contain information on such matters and other tools to help deal with these problems.

3 State of art

There are a few such similar apps on the play store already such as Untold and Tomorrowland.



Untold

Art Dynasty Music & Audio

★★★★★ 5,226

3 PEGI 3

This app is available for your device

Add to Wishlist

Install



Tomorrowland

Tomorrowland Music & Audio

★★★★★ 1,883

3 PEGI 3

This app is available for your device

Add to Wishlist

Install

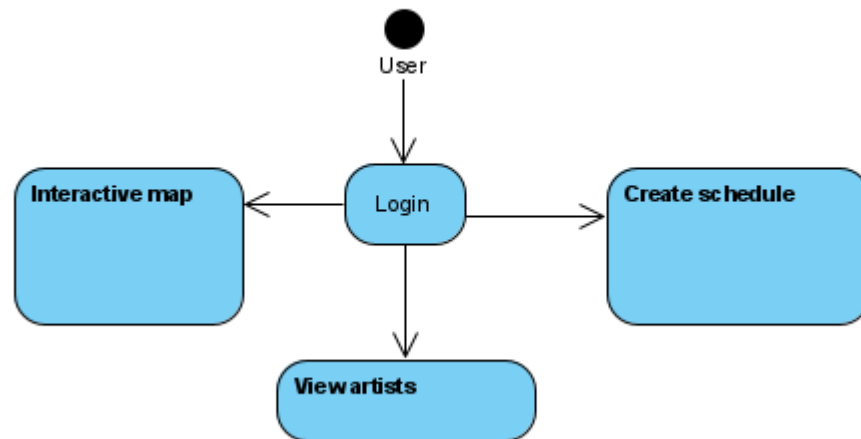
Both of these applications lack an interactive map which is the main feature of the proposed application.

4 Original contribution

The original idea of this project is an interactive map of the area of the festival. On this map a user will be able to select a stage, or other place and interest, and get information about the selected place such as information about prices, artists, schedules and more.

5 Development plan

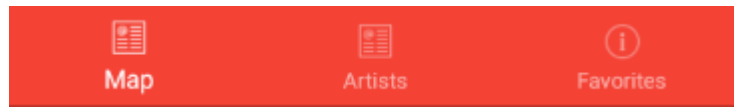
The application will have a main menu which the user will be able to use to select multiple options. They will be able to login, create their own schedule, view a list of all artists and of course navigate the interactive map.



The application will be made using the .Net framework, Xamarin, C and Visual Studio for the technical part and Photoshop for the design.

6 User guide

The application is easy to navigate. It has as Tab menu at the bottom of the screen which can be used to navigate the pages of the app.



The three pages of the application are:

1. *Map* - The interactive map
2. *Artists* - A list of all the participating artists
3. *Favorites* - A list of user saved artists

7 References

As a reference I used the official Xamarin and Google Maps API documentation.

- <https://docs.microsoft.com/en-us/xamarin/>
- <https://developers.google.com/maps/documentation/android-sdk/overview>