

Festival Event Guide Android App

An Android pocket guide for college cultural festivals: artist lineup, day-wise schedule, interactive venue map and personal shortlist — offline-first, delivered built-to-order with full source, content model, report, PPT and viva kit.

01. Title

Festival Event Guide Android App.

02. Introduction / Background

College fests run on chaos: posters on walls, WhatsApp forwards, and a schedule PDF nobody can find when the EDM night starts. Attendees miss events they would love because discovery is broken — the lineup in one Instagram story, the venue map in another, timings changing without notice. This project builds the attendee-side fix as an Android event guide for a 3-day cultural festival: headline artist lineup, a day-wise schedule browser, event detail pages, an interactive venue map highlighting each event's location, and a starred personal shortlist. The content is a structured local dataset — how real fest apps ship v1 — with an offline-first design so the guide works when thousands of phones crush the campus network.

03. Problem Statement

Festival information is fragmented across posters, social media and forwards, so attendees miss events and waste time navigating. A single offline-capable app bundling lineup, schedule, map and personal planning solves discovery end-to-end.

04. Objectives

- Present festival dates, venue, stats and headline artists on a home screen.
- Browse a 3-day schedule via day tabs with tappable event cards.
- Show event details: time, venue, entry fee, description.
- Render an interactive venue map highlighting the selected event's location.
- Let users star events into a persisted personal shortlist — all offline-first.

05. Proposed Methodology

Festival content is modeled as structured JSON (days, events, venues, artists) bundled with the app — a content change, not a code change, re-skins it for another fest. The schedule browser filters events by day; detail pages bind event fields and invoke the canvas venue-map renderer with the event's venue highlighted. Starring toggles set membership persisted locally; the Saved tab aggregates starred events ordered by day and time.

06. System Architecture / Working

Screens: home (hero + artists + today's picks), schedule (day tabs + event cards), event detail (fields + venue map + shortlist bar), saved (personal plan). Modules: content dataset, schedule browser, canvas map renderer, shortlist store. Bottom navigation: Fest, Schedule, Saved, Pass.

07. Hardware / Software Requirements

- Android 8.0 (API 26)+ device.
- Android Studio + Kotlin for building; no server needed — content is bundled.
- No network connection required (offline-first by design).

08. Expected Outcomes

- A complete attendee journey (discover → plan → navigate) working with zero network.
- Venue map correctly highlighting per-event locations.
- Complete Kotlin source, JSON content dataset, report, PPT and viva Q&A.;

09. Applications

- College cultural and technical festivals.
- City events and expos needing an attendee guide.
- Conference companion apps.

10. Future Scope

- Organizer CMS with live schedule updates and push alerts.
- Ticket purchase and QR pass integration.
- Crowd-density indicators from on-ground feeds.