



# Imagine

- You are in a **Music Festival**
  - And you want to **win prizes** from one **band that you truly love!**
  - For example, **t-shirts, posters, autographs**, or even a customised **Guitar!**

# But first....

- You have to **prove** that you are a **true fan!**
- So you have a **Quest!**
- And then you have to **find all the clues** and **complete all the challenges!**
- When you complete you trade it for a **PRIZE!**

Seems **pretty nice!**

So, **how** is it going to work exactly??

# Event Quest

# What is it?

- **Treasure Hunt App for** all kind of **Events!**
- **Complete quests** and win **Prizes!**
- **How?**

# How?

- Let me **invite** you all to do one **Quest** with me!

# What do event's organisers win?

- **Publicity** for their sponsors!
  - Artists
  - Bands
  - Brands
- **Activities** for people during the event!
- Digital **Marketing!**

# Event Quest

Technical Details



# iOS 8 App / Framework

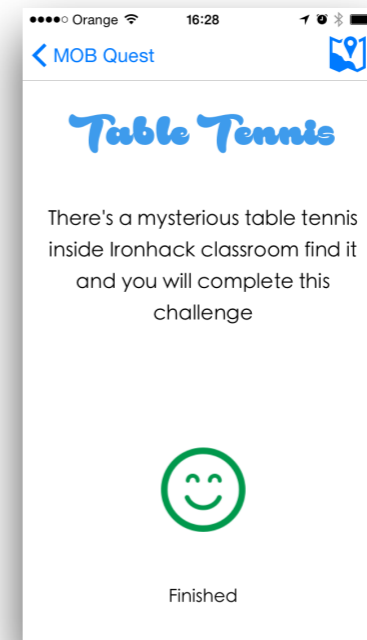
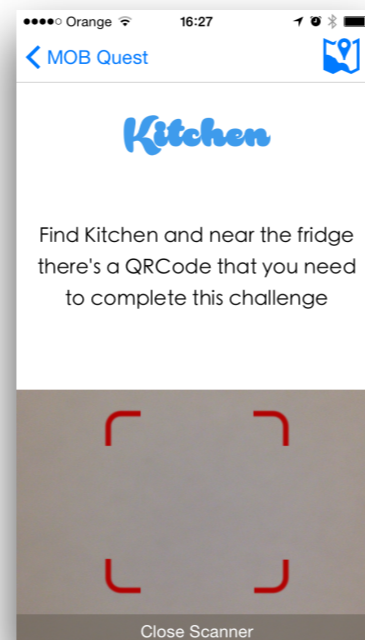
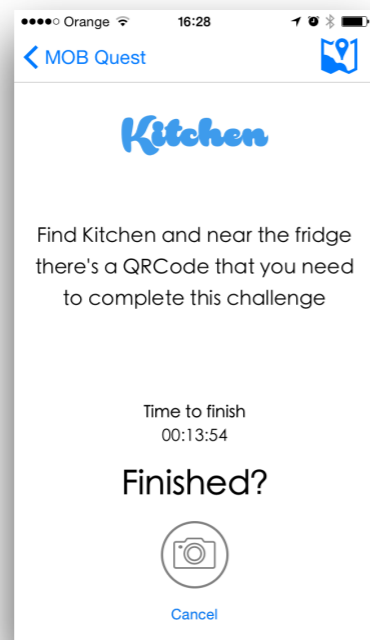
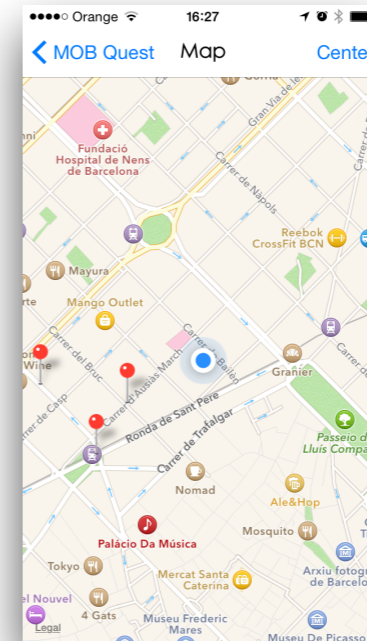
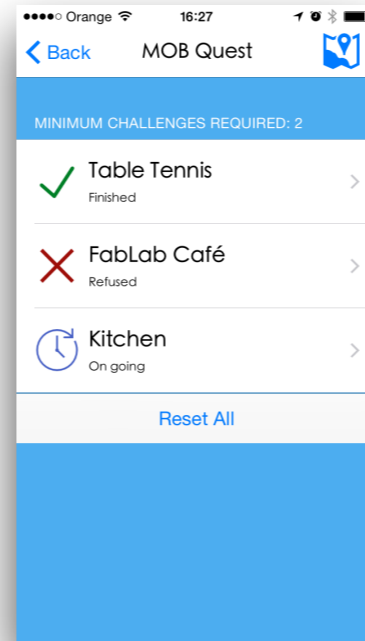
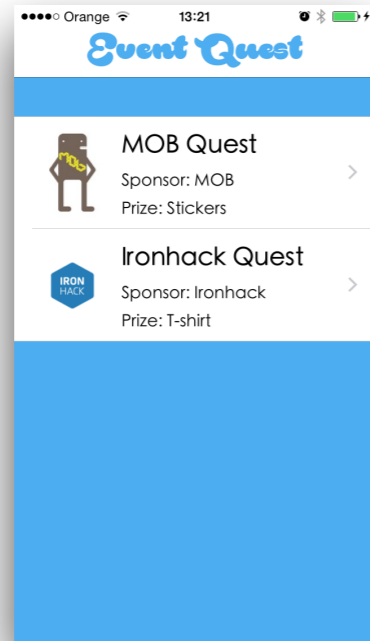
- **Features**

- Objective-C
- “Parse Framework” Integration
- MapKit Framework
- QRCode Scanner & Generator
- MVC - Model View Controller Architecture

# Event Quest

Summary

# What do we have Now!



# What's next?

- **Push-notifications** for new Quests & Challenges
- **Back-office** for events organisers insert their quests and challenges

What do you think?

Do you want to have **Fun** and win **Prizes**?

Will you **Accept** this **Quest**?

**Event  
Quest**

Thank you!



Filipe Patrício