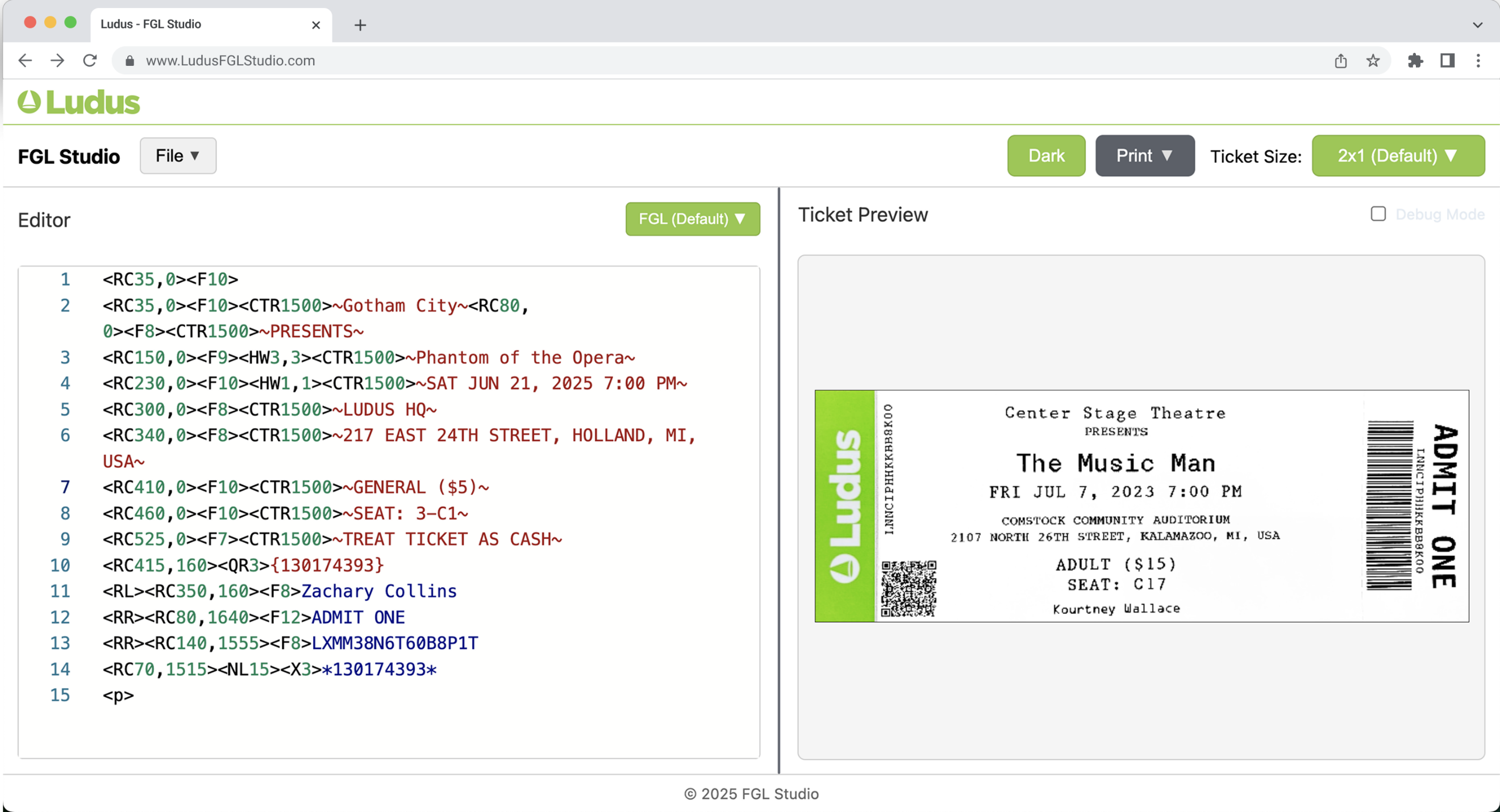
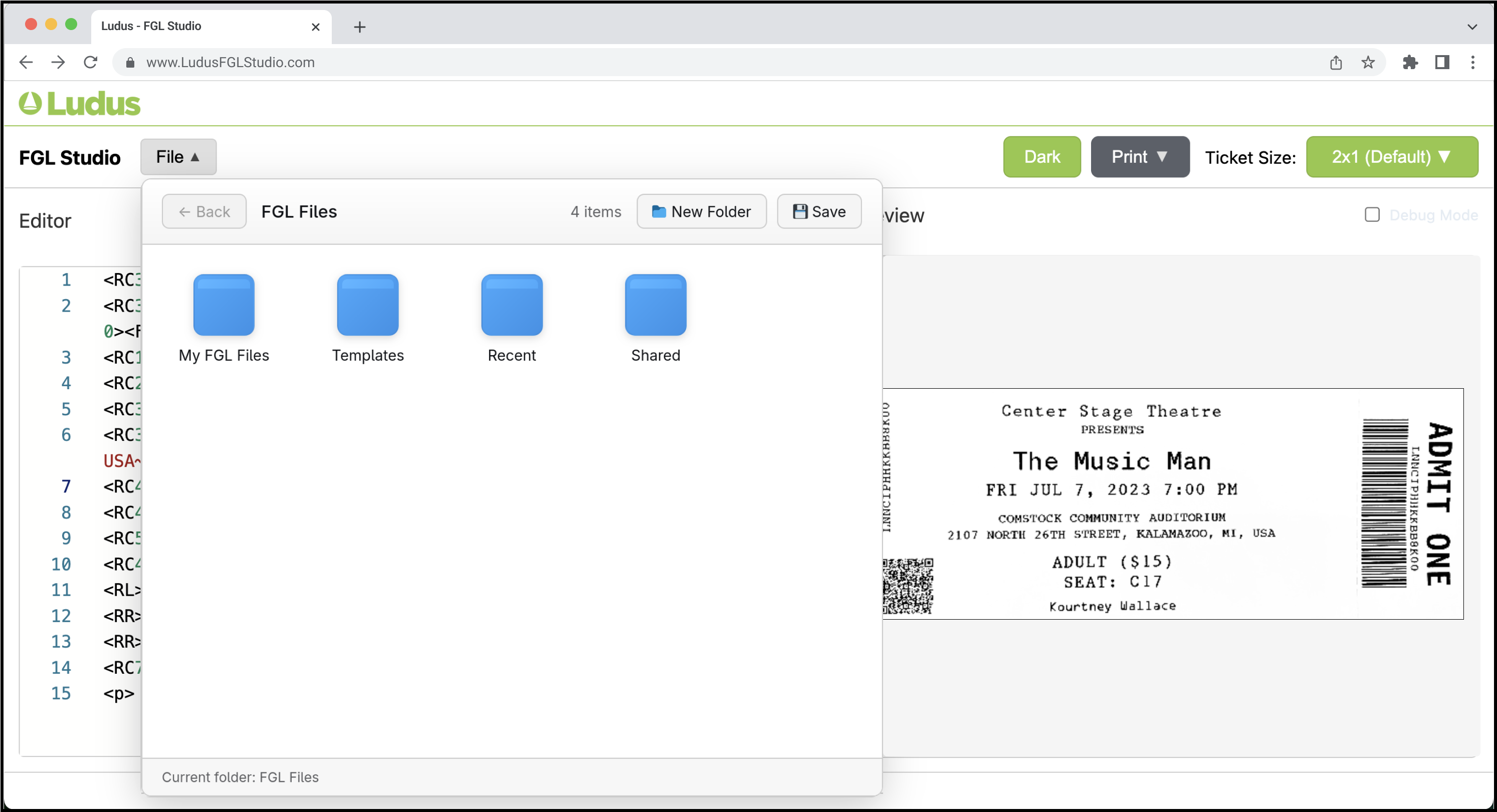
Design Day Booklet Team Page





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Ludus

Project Sponsors

Jerry Bringard

Holland, Michigan

Ben St. John

Holland, Michigan

Michigan State University

Team Members (left to right)

Umut Temel

Ankara, Turkey

David Oh

Farmington Hills, Michigan

Nicholas Seals

Trenton, Michigan

Abhay Saji

Windsor, Ontario, Canada

Zakariya Sattar

Chicago, Illinois

Isabella Nelsen

Hartland, Michigan



Founded in 2016 by a theater student and director duo, Ludus is a company made by thespians for thespians. Ludus is a software-as-a-service (SaaS) company based in Holland, Michigan which has grown to support more than 4,500 organizations in creating incredible experiences for venues across America, providing solutions in marketing, fundraising and streaming.

One of those solutions Ludus offers is ticketing, because as any theater lover knows, the ticket to seeing a great show has always been a ticket. To make these tickets, Ludus uses the industry-standard Boca printer.

However, Boca printers do not ship with tools for ticket creation. Instead, designers write code in the Friendly Ghost Language (FGL) and must print that code to see the ticket they have written. Without a preview tool, designers can spend hours tweaking small details, wasting time and ticket stock.

Our Web-Based FGL Ticket Emulator allows users to see that missing preview. It provides a clean interface familiar to users of other technical languages, supporting features that a modern designing interface would have, including syntax highlighting, automatic text prediction, error checking, validation and, most importantly, instant ticket printing.

The emulator also supports real-time previews of the ticket as you are editing it, and it supports the whole corpus of FGL features, with 13 different fonts, barcodes and various layout adjustments. With all these features, design time has been cut down from hours to minutes.

The application runs as a responsive web app built with React, separated into a parsing package which validates the FGL code alongside a highly performant rendering package written in TypeScript using low-level HTML5 canvas API calls for precise, fast output.

CSE498 | 8:00 a.m. – Noon Computer Science and Engineering, Third Floor | 3200/3300 Hallway

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Web-Based FGL Ticket Emulator & Interpreter