



Live Streaming Shopping App

V 1.2

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Overview

SDI will design, program and build an innovative Livestream Shopping App that will allow users to buy items directly within the app while watching a live video of a host presenting those items. Users can also interact with the host via chat and emojis.

Scope of Work

iOS & Android app (Consumer App)

- Splash Screen: When a user launches the app for the first time the Splash Screen will be displayed.
- Welcome Screen: After a few seconds the user will be redirected to the Welcome screen where they will have the option to Sign up & Sign in the app or they can Skip the Sign in and go to the Home Screen directly.
- Sign in Screen: The user will enter their Email Address & Password. If the login credentials are valid they will be redirected to the Home Screen or else an error message will be displayed asking to enter the correct credentials. Note: The user will stay logged in into the app i.e when they visit the next time they don't need to Sign in into the app.
- Sign up Screen: The user will upload their Photo, enter First, Last Name, Email ID & Password.
- Forgot Password Screen: User will have the option to reset their Password. They will enter their Email address to receive an email with a link to reset their Password.
- Home Screen: As soon as the user signs in, the app will redirect the user to the Home Screen where they will see list of programs that are either currently LIVE, Upcoming & Past Programs.



User can scroll left or right to view the list of programs under each category.

- LIVE Stream Screen: Clicking on any of the current program will take the user to the LIVE stream screen. Here the user will watch the LIVE video with the option to purchase products. Just below the LIVE video we will display the host's picture/avatar, Host's name, Retailer Name and the location of the stream. We will also display the Date/time or Countdown of next upcoming program. The user will also be able to chat with host and/or other users in this screen. Every time a user joins a live stream, his or her name will be announced to others viewing that stream i.e "User Name" has joined!" User will see the list of items that are available for purchase with their prices. When they tap on an item, we will display a layer with the following product details
i. Pictures ii. Short description iii. Size options iv. Color options v. Price.
- User will purchase products via Credit cards. An automated "Thank you" email will be sent once the products are purchased.
- User will have the option to share the current program on Facebook, Twitter & Instagram.
- User will be able to view Order History i.e Past Purchases.
- Settings Screen: User will have the option to Change User Profile, Change Passwords, Enable / Disable Notifications etc etc.



iOS & Android app (Host App)

- Splash Screen: When a user launches the app for the first time the Splash Screen will be displayed.
- Welcome Screen: After a few seconds the user will be redirected to the Welcome screen where they will have the option to Sign in the app.
- Sign in Screen: The user will enter their Email Address & Password. If the login credentials are valid they will be redirected to the Home Screen or else an error message will be displayed asking to enter the correct credentials. Note: The user will stay logged in into the app i.e when they visit the next time they don't need to Sign in into the app.
- Forgot Password Screen: User will have the option to reset their Password. They will enter their Email address to receive an email with a link to reset their Password.
- Home Screen: As soon as the user signs in, the app will redirect the user to the Home Screen where they will see list of Upcoming Programs. Clicking on the program will open the Camera screen (in video mode) with the option to start recording for that Program. They will also be able to view all the chats the customers post for the host while watching the LIVE stream.
- Settings Screen: User will have the option to Change User Profile, Change Passwords.



Web Admin Portal

- The Web App will consist of the following functionalities/modules.
 - User Roles & Permissions

Ability to create, and edit user roles and assign permissions. This will enable control of the areas and functionalities that each user has access to in the Admin Portal.
 - User Management

Ability to create, edit Admin Portal users, assign user role, and provide access as per the permissions associated with that role.
 - Host Management

Ability to create, edit & Delete Host users accounts.
 - Live Stream Programs

Ability to create/edit/delete programs. The Admin will provide the following information while creating the program(s)

 - Program name
 - Start Date/time
 - Select Retailers & Product items
 - Location
 - Select Host

- Product Management

Ability to create/edit/delete Retailer. Here are the following information collected while adding a Products

- Product Name
- Select Category
- Select Retailer
- Base Price
- Photos
- Add Attributes (Color, Size etc etc)
 - Attribute Name
 - Attribute Value
 - Attribute Price

- Retailer Management

Ability to create/edit/delete Retailer. Here are the following information collected while adding a retailer

- Retailer Name
- Select Product items
- Bank info,
- Host commission %
- Admin commission %

- Order Management

Ability to edit/view all the Order's purchased through the app by consumers



Delivery Timeline

4 months

Investment details

| Asset | Timeline (Includes Designing, Programming and Launch) | Cost |
|---------------------------|---|-----------------|
| iPhone App (Consumer) | 3 Months | \$19,800 |
| iPhone App (Host) | 1 Month | \$4,500 |
| Web Admin Portal | 3 Months | \$14,000 |
| Total | 4 Months | \$38,300 |
| | After 5% Discount | \$36,385 |
| <u>Optional Assets</u> | | |
| Android App (Consumer) | 3 Months | \$15,000 |
| Host Web Admin (Optional) | 1 Month | \$4,500 |

Warranty

6 Months bug resolution



Payment terms

25% Upfront

25% End of Month 1

25% End of Month 2

25% Delivery (Before submission to the App stores)

All source codes will be delivered on project completion and receipt of payments as per this contract. The client will be the 100% owner of all assets and Intellectual property of the project on project completion

Thank you

For Software Developers, Inc

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