



v.1.2

## Scope of Work: Plexit App

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## Table of Notifications

This Table represents the contacts in both companies as assigned currently.

Project	Name	Company
Project Requirements	Dennis Tekell & Zach Chen	Plexit App
Client Interface (Business)	Sakshi Sharma	Software Developers Inc.
Client Interface (Technology)	Raj Srivastav & Sachin Nayak	Software Developers Inc.

This document contains the client requirements, app features and functions that will need to be built, tested, and delivered by SDI. It will also include the total cost of this effort.

## Aim

- To build iOS app which allow students (High School, University & Early Alumni's) to request a service and provide services to each other in exchange for an agreed upon \$ cost.
- There will be 2 types of users -
  - 1) Service Providers
  - 2) Customers (Buyers of the service)

## **Development Principles**

The development principles of this turnkey solution will be:

- Mobile app development for iOS platform - iPhone.
- Backend design and development in order to manage and control the content and functions on app.
- Simple and clean UI designs.
- Smart Navigation Tabs for easy and fast access to all the functions.
- Language of Development – English
- Language of Data Entry – English

## **Coding Standards**

- Industry standard SDK's (iOS) will be used to create the code and user interface design for the mobile app.
- Optimal use of PHP/.NET for backend coding.

## **FEATURES/FUNCTIONS LIST UNDER EACH MODULE:**

**MODULE 1 : Frontend Users (Providers & Customers)**

**MODULE 2 : Backend for Super Admin (Owner of the app)**

## MODULE 1 : Frontend Users (Providers & Customers)

### 1. Sign In/ Sign Up

#### 1.1. Sign In

1.1.1. Student ID (Student's university email address)

1.1.2. Password

OR

1.1.3. Connect Via Twitter, Facebook

OR

1.1.4. Apple Touch ID login - "Keep me logged in"

#### 1.2. Student self-registration for app

##### 1.2.1. Registration includes

1.2.1.1. Full Name

1.2.1.2. Email (Student's university email address)

1.2.1.3. Username

1.2.1.4. Password

1.2.1.5. Birthday

1.2.1.6. Phone Number

1.2.1.7. Univeristy (optional) (and with drop down menu, so user does not need to type entire name)

##### 1.2.2. Register with Twitter/ Facebook

Note: The email verification will be sent for validating the user who is signing up.

### 2. Help Overlay - Help Screen of the app when the user first signs up.

### 3. Create Profile

#### 3.1. Overview:

3.1.1. Profile Picture (Ability to take photo/upload from phone library OR fetch from the

facebook account when connected via facebook)

3.1.2. Brief description

3.1.3. Expected graduation date

3.1.4. Social media info

3.2. Portfolio

3.3. History

#### 4. **Payment options**

4.1. Add the credit/debit card or Apple pay or PayPal account details

4.2. The user can add & save multiple cards

4.3. The user also has the option to skip this and move to the next screen

Note: If the user skip this in the beginning, the user needs to provide this information at the time of placing an order. We will integrate the payment gateway which is preferred by the client (App owner - Braintree or Paypal Adaptive - Venmo).

5. The **overlay messages** will popup for requesting the users to give access to their locations & to allow push notifications to be sent.

6. **Main screen/Home screen** - The home screen will have 2 main tabs & a collapsible/expandable menu which will allow the users to navigate easily throughout the app.

6.1. Collapsible & Expandable menu titles

6.1.1. Home

6.1.2. Messenger

6.1.3. News Feed

6.1.4. Calendar

6.1.5. Active

6.1.6. Settings

6.1.7. FAQ's

6.2. Tab 1 - Popular : It will consist of the following categories and each category will display its title, image & number of providers who are providing that service.

6.2.1. Food

6.2.1.1. When the user/customer selects a “Food” category, the user will see the profiles of providers who are offering the requested service

6.2.1.1.1. The user can tap on the provider’s profile picture to view their full profile

6.2.1.2. If everything looks good (price, delivery time, ratings/reviews) the customer can request a service. (The app system will reply/send a notification to the customer in case the request is declined by the customer’s preferred provider)

**Note:** The app will authorize the service amount on the customer’s card until the request is accepted.

6.2.1.3. The customer will also receive a notification when the request is accepted.

6.2.1.4. Both parties can send and receive messages using the messenger function within the app.

6.2.1.5. If the provider cannot accept the request at the same time then the provider can request an alternate time for the request fulfilment.

6.2.2. Business

6.2.3. Fun/Bizarre

6.2.4. Outdoor

6.3. Tab 2 - Favorites

6.3.1. These are the categories which are bookmarked by the users.

6.4. Search icon on the home screen

6.4.1. This will allow users to search categories

6.4.2. Filter search within the category based on the following criteria

6.4.2.1. Filter by school/university

6.4.2.2. Filter by users name/username

6.4.2.3. Filter by ratings

6.4.2.4. Filter by location (though the app will show results based on user’s current location but in case the user is looking for outputs based on a different location then it can be manually changed using filter search option)

7. **Messenger** - This will show a list of users with whom you are exchanging messages.
8. **News Feed** - Chronologically list things that the people you are following post and purchase b. “Like” function.
9. **Calendar** - The calendar will displays all upcoming jobs & purchases. The user can switch the tabs (jobs & purchases) in the calendar screen. When the user taps on the date, a description will be displayed below the calendar in the same screen.
10. **Scheduling** - The providers can show their status whether they are “Available” or “Unavailable” and that will show up in different colors as a visual representation of their status to the end users.
11. **Ratings** - Every user (the customer/buyer of the service) after the service is completed will receive a screen/popup to rate the service. The user just have to tap any of the 2 options i.e. “Satisfied” or “Unsatisfied” and submit ratings. The rating notification will be sent to the service provider and the super admin.
12. **Active** - Automated job/requests for an alternate time
  - 12.1. Under “Active” section of menu
    - 12.1.1. Kept track as pending and upcoming (accepted) requests
    - 12.1.2. Sends an automated request to a user for a service at an alternate time. The user can accept, decline, or request an alternate time.
13. **Settings**
  - 13.1. Account
    - 13.1.1. Edit/view profile
      - 13.1.1.1. Overview : Name, picture, brief description, email, university, phone number, location.
      - 13.1.1.2. Social media will be linked to the profile.

#### 13.1.1.3. Portfolio

##### 13.1.1.3.1. Add Jobs you can do

###### 13.1.1.3.1.1. Job category

###### 13.1.1.3.1.2. Price

###### 13.1.1.3.1.3. Delivery time

Note : The fields will change as per the job category selected by the provider. The provider has to fill in all the required fields.

##### 13.1.1.3.2. The portfolio will display your ratings by your customers. The ratings can be filtered via job category or can be an overall ratings.

##### 13.1.1.3.3. Following & Followers - The users can follow other users & vice versa. This function will appear under the user's profile.

#### 13.1.1.4. History - This will have 2 sections

##### 13.1.1.4.1. My Jobs - This will contain the details of the number of jobs you have fulfilled in the past.

##### 13.1.1.4.2. Purchases - This will keep the records of the services requested by you in the past.

#### 13.1.2. Change Password

#### 13.1.3. Change phone number

#### 13.1.4. Alerts & notifications

#### 13.1.5. Privacy & sharing

#### 13.1.6. Banks & Cards

#### 13.1.7. Cashout

### 13.2. Security

### 13.3. General

#### 13.3.1. About

#### 13.3.2. Language

### 13.4. Information and Support

#### 13.4.1. Send Feedback

#### 13.4.2. User Agreement

#### 13.4.3. Privacy Policy



## 13.5. Sign Out

## 14. FAQ's

### **MODULE 2 : Backend for Super Admin (Owner of the app)**

#### **1. Login:**

- 1.1. Admin will be able to access this section by using a username/email & password.
- 1.2. Forgot Password: Admin will be able to reset the password by using their email address. If the admin/user requests a password with the email address, it will send a reset password link to the admin.

#### **2. Manage content:**

- 2.1. The admin will be able to manage all the content that goes into the app and website.

#### **3. Manage Users:**

- 3.1. Admin will have the power and control to assign roles and privileges to the sub-admins/ staff.
- 3.2. Admin can add/modify/delete the app users (providers & customers)

#### **4. Generate reports:**

- 4.1. Admin will be able to run report of active users (providers & customers)
- 4.2. Admin will have access to the users (providers & customers accounts) basic profile i.e. the admin can review the jobs they are adding & services requesting.
- 4.3. Generate reports by adding filters like location and time period.

## **Other Salient Points**

1. The app will have an integrated analytics tool. For example Mixpanel, which will provide you access to your users information based on defined factors/behaviors.
2. We will create a one page website for the app as per Apple's store guidelines for App submission.
3. We will also create the Web services for data transfer between the app users.

## **Investment details - Time & Cost**

Tasks	Cost
Designs	\$2000
iOS App development	\$18300
Backend & Web services	Included
Testing	Included
Background Check API integration	\$950
<b>Total Cost for iOS App development (excluding designs)</b>	<b>\$19250</b>

## **Delivery Timelines - 10 Weeks**

**3rd party services - To be signed up by client - Merchant account, Background check, Messages and Video Conferencing.**

**Payment details**(Payments can be made via Credit card securely or via ACH/Check/wire)

- 50% upfront payment at contract signing.
- 50% on Beta delivery

## **Project Management - Collaboration/Review/Feedback**

- We use Active-Collab for Project Management/communications. You will be provided with login credentials and you can provide your feedback, information, and/or ask questions if any. You can communicate with the team of designers and developers who will be working on your project.
- The process will start by going through the scope of work with team. We will provide you with a project plan which will include a list of tasks with their scheduled completion deadlines.
- The project manager will have a meeting with you when you are ready and we will begin work on the wireframes and design work and thereafter regularly update you and receive feedback and suggestions until you approve the designs.
- Once the designs are approved, we will move to the development phase. The team will work on the frontend and backend in parallel. We will have regular meetings and we will schedule the meetings as per your convenience.
- You will have daily access via phone, email, skype, and gotomeeting to directly communicate with the Project manager and/or other team members.
- When the team starts testing the app, we will provide you the build which you can test on your respective device. We will ask you to share your iPhone device UDID. You can provide your additional UDIDs as well to test the app among your friends and relatives before it goes live.

## **Warranty**

All of the project Source codes will be handed over to the client on project completion. Client will be the sole and exclusive owner of the app and all IP of the App on project completion and payment of all agreed Invoices to SDI.

All deliveries are covered by a 6 months debugging warranty after delivery. For the first 6 months, if any bugs are identified, we will fix them without any cost to you. Beyond the 6 months, we can provide a 12 months maintenance contract at a nominal additional cost. This will include updates for the latest SDK's and bug resolutions.