



Scope of Work: Dating App_Michiel de Roo

v.1.1

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Table of Notifications

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

Project	Name	Company
Project Requirements	Michiel de Roo	Michiel de Roo
Client Interface (Business)	Sakshi Sharma	Software Developers Inc.
Client Interface (Technology)	Raj Srivastav	Software Developers Inc.

Aim

- To build a speed dating app which will allow users to find a date instantly in real time.
- The users will go through a questions/answer round and find matches based on their compatibility scores.
- The users can accept the match found or reject it. They will be able to chat with a person for 2 minutes before they accept or reject the match.
- This document contains all of the main modules/functions requirements.

Development Principles

The Development principles of this Turnkey solution will be:

- Mobile app for Android platform
- Bold design theme to give a radiant and stunning look to your dating app
- 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 & Android) will be used to create the Code and user interface design.
- The App will be available for distribution through a platform-specific App store.

FEATURES/ FUNCTIONS:

MODULE 1 : App Features/Functions

1. Sign In with your Username and Password or connect via your Facebook account.
2. Sign Up if the user does not have a Facebook account
 - 2.1. Username
 - 2.2. Password
 - 2.3. Gender
 - 2.4. Birth Date
 - 2.5. Profile Image
 - 2.6. City
3. Find a Match
 - 3.1. Click on the “Find a Match” button which will start a round of questions.
 - 3.2. A list of your matches will popup as soon as the round is over.
 - 3.3. Scroll through the list and select a match based on the compatibility score.
 - 3.4. Chat window will open and a 2 minute timer will start.
 - 3.5. You will start chatting with your selected match for 2 minutes and decide whether you would like to add this match to your friends list.
 - 3.6. After 2 minutes a popup question will appear and ask you whether you would like to add this

match to your friend list. (yes/ no). If yes, the match is added to your friends list. If no, then this match will be blocked (you as a user will never get to chat with this person again).

- 3.7. View daily matches which are found based on all the questionnaires you have previously filled out and the current one.
- 3.8. You can view the match's profile after you add them to your friends list.
4. Chat function
 - 4.1. Send and receive text messages
 - 4.2. Images
 - 4.3. Emogi's
5. Push Notifications for messages received.
6. Settings
 - 6.1. Edit profile
 - 6.2. Change password
 - 6.3. Delete account
 - 6.4. Signout
7. Help/ Info

MODULE 2 : Question & Answer rounds to find a Match

1. Question/ answer round will start every minute whenever the user signs into the app or opens the app.
2. There will be 5 questions for each round which the users have to answer. Each time they answer the questions they are added to their answered questions list.
3. The system will match the answers of different users who are playing the round at the same time. Matches are found based on their compatibility score.
4. The algorithms (understanding and creating a logic in terms of what will be the next question and matching the results) will be created and the code will be written accordingly in order to find the right match.

MODULE 3 : Web Services

App Features/Functions for the Admin

1. Login/ Logout
2. Dashboard
3. Manage and control users access to database.
4. Add/ Modify/ delete accounts/ users profile

Investment details - Time & Cost

Tasks	Resources	Duration	Cost
Work flow diagrams	1 Project Leader	1 week	Euros 1500
Design Slicing	1 Designer	1 week	Euros 1000
Results Matching Engine	1 Developer	6 weeks	Euros 4000
Android App	1 Android Developer	8 weeks	Euros 6000
Web Services	1 Server Admin	6 weeks	Euros 2000
	Android App, Web Services	Total	Euros 14500 (US \$19800)

Payment and revenue sharing terms:

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