



v.1.2

Scope of Work: HavRez App

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Table of Notifications

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

| Project | Name | Company |
|-------------------------------|---------------|--------------------------|
| Project Requirements | Jody Rogers | HavRez |
| Client Interface (Business) | Sakshi Sharma | Software Developers Inc. |
| Client Interface (Technology) | Raj Srivastav | Software Developers Inc. |

Aim

- To build a restaurant finder app which will allow users to find a restaurant based on their preferences (Profile) instantly in real time. This app will be modeled on Cognitive and Standard behavior.
- The users will be provided an algorithmic result based on answers to some question and based on their tastes and preferences the app will recommend restaurants.
- The users can select a restaurant from the recommended results. Optional features like reservations may be available. They can also skip the recommendations and start search again.
- This document contains all of the suggested main modules/functions requirements.

Development Principles

- Mobile app for iOS platform (iPhone)
- Combination of latest UI and UX principles to provide a clean, Intuitive Interface for the HavRez app
- Smart Navigation Tabs for easy and fast access to all functions
- Language of Development – English
- Language of Data Entry - English

Coding Standards

- Apple iOS SDK's will be used to create the code and user interface design.

Requirements from client

- Series of set of questions will be provided by the client. We can have 3 - 5 questions within each set which are populated based on user's response to the previous question.
- We will create an algorithm/logic which will pop-up questions based on users responses (Cognitive behaviour)

FEATURES/ FUNCTIONS:

MODULE 1 : App Features/Functions

1. Sign In with your Email and Password or connect via your Facebook account.
2. Sign Up if the user does not have a Facebook account
 - 2.1. Name
 - 2.2. Email
 - 2.3. Password
 - 2.4. Confirm password

Note : First time users will have an option to skip the sign up step to check out the app.

3. Complete profile: After the user signs up, "Complete your profile" screen populates. It will help the app to understand the user's basic tastes and preferences.
 - 3.1. Preferred cuisine
 - 3.2. Ambience
 - 3.3. Budget

- 3.4. Meal portions
- 3.5. Ratings
- 3.6. Restaurants with Bar/without bar
- 3.7. Crowded/quiet environment

4. Find a Restaurant

- 4.1. Click on the “Find a restaurant” button which will start a round of questions.
- 4.2. User will select a response and move to the next question.

Note: The users cannot skip the questions. They have to provide a response in order to move forward. The questions will be based on an algorithm which will be sequenced based on the aspirational profile, the next question will appear only after and if it is needed based on the previous answer.

- 4.3. The app will provide an option to the users to select a radius within which they would like to dine in. For example 5miles, 10miles or 30miles.

Note : The app will recommend restaurants based on the users geolocation and selected criteria.

- 4.4. A list of restaurants will pop up as soon as the round is over. The list may consist of 3 different restaurants. If users are not satisfied with the best recommended restaurants then they can swipe to the next best recommendations.

- 4.5. The recommended restaurants will provide following pieces of information:

- 4.5.1. Restaurant name
- 4.5.2. Attributes (which will be pulled from the database, these attributes are going to be 2 best dishes of that particular restaurant)

- 4.6. Once the user selects a restaurant the following information shows up:

- 4.6.1. Image icon
- 4.6.2. Address (map integration to get directions)
- 4.6.3. Contact number
- 4.6.4. Cuisine type
- 4.6.5. Reservation option to make reservation

Note: Integrate 3rd Party APIs that will ease the process of making reservations within

the app.

FYI: If this reservation function cannot be achieved within the app, then we should not include this because we do not want the users to get out off the app for making reservation.

4.7. If the app couldn't generate results based on users response then a message will popup saying "Sorry, we couldn't find any restaurants based on your preferences."

4.8. The next screen after the above message will display a default list of restaurants nearby users current location (users can change the location if they would like to search for restaurants in a specific location)

Note: The app will show results based on the backend database. We will feed the database in a way that users will not be able to search restaurants for locations that do not exist in our database. We will acknowledge their request with a message popup "Sorry, we do not serve this location at the moment".

5. Settings

5.1. Edit profile

5.2. Edit preferences

5.3. Change password

5.4. Delete account

5.5. Signout

6. Help/ Info

MODULE 2 : Web Services

App Features/Functions for the Admin

1. Login/ Logout

2. Dashboard

3. Add/edit/delete questions {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 restaurant}

4. Manage and control users access to database.

5. Add/ Modify/ delete accounts/ users profile.

6. Users can submit a restaurant and also send comments.
7. Customer loyalty module.

Other salient points

- We will launch the app on a local (Specific cities) basis initially based on the clients preferences. As more data becomes available, more cities can be added.
- The app will have an integrated Flurry based analytics. This will provide insights into user behavior and app usage data.
- We will provide a 3 -4 page static website for company contact information and app features. This is a requirement to be fulfilled before launch as per Apple's SDK guidelines.
- In-App payments can be integrated at a later date as an optional feature.
- We will focus on designing the app to increase loyalty.
- The design will reflect familiarity with other popular restaurant apps for easy adoption.
- The app will have geo-location identification.

Investment details - Time & Cost

| Tasks | Resources | Duration | Cost |
|------------------------|------------------|--------------|----------------|
| Wireframes and designs | 1 Designer | 1 month | \$3200 |
| iOS App development | 1 iOS developer | 3 months | \$12000 |
| Backend + Webservices | 1 PHP programmer | 3 months | \$10500 |
| Testing | 1 QA Engineers | 1 month | \$0 |
| Beta Launch | | 1 week | \$0 |
| | | TOTAL | \$25700 |

FYI: Testing and beta launch are the final stages of project completion where we will test the app and make sure that everything is working smoothly without any issues. There is no charge for these services. We have listed this to keep you informed about the time it will require.

Payment and revenue sharing terms:

- 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 after 2 weeks of starting the wireframes and design work and thereafter every 3 days in order to take your 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 meeting after every 3 weeks. Though in the meantime if we have any questions or need clarifications we will schedule a meeting 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.
- All deliveries are covered by a 6 months debugging warranty after delivery.