



BEST PHOTO/VIDEO FROM EVENTS

iPhone app & web administration

OVERVIEW

We welcome the opportunity to build an iPhone world class mobile app, that will be like an interactive game, where the audience votes the best picture/video took at an event. The winner will receive prizes that will be used outside the mobile apps. The administrator of the app will have an administration area, from where to control and mediate the events and the content added by users

ABOUT MOBIVERSAL

Mobiversal is a mobile app development company working with startups and established brands, like Forbes, to create unique mobile experiences. Since its beginning in 2011, Mobiversal has been focused solely on developing iOS and Android apps. The company was ranked among Europe's "Top Mobile App Developers" (Clutch.co) and has turned ideas into apps for over 60 clients from more than 15 countries.

We work together with our clients to build compelling apps that provide lasting excitement and value to their customers. Our understanding of mobile and web based technology empowers us to bring a level of expertise to your company like no one else. We know how to build products that can scale to your business' needs, regardless if you're a startup or an established company.

OUR PROCESS



Discovery

We work with clients to understand their business and we merge their initial concept with everything the Mobiversal team knows about mobile. We'll assess the possible challenges and identify the ways to overcome them.



Features & Architecture

We establish what features go into the product and how they will work together. Here, we're drafting a skeletal framework for the app in the form of wireframes.



Design

When it comes to first impressions, it's all about design. We'll put our passion for good design to work and based on approved wireframes we'll design all screens.



Development

The development process is broken down into sprints based on feature sets. Our agile-based development process will allow you to regularly review and assess what we're building.



Quality Assurance

Our Quality Assurance team will test the app after each development sprint and once all major functionality is implemented, we'll prepare a Beta Build.



Launch

After passing the Beta Build through a final round of QA and refinements, we'll have in our hands a Release Candidate Build. We can either submit the app to the App Stores or provide you with everything you need to do it yourself.



Maintenance

We provide our clients with a 3 months bug fixing period, free of charge, and maintenance packages that cover everything from small updates all the way to whole new versions.

APPROACH TO MEET REQUIREMENTS

The major components of the project:

- admin area
- mobile app
- backend

The backend will contain the databases and the logic for accessing them. We will use a NoSQL, cloud based backend, that has mobile integration with iOS operating systems. Having this type of backend we won't need to build a custom one and we will have some basic scalability options. So basically firebase.com would reduce a bit the costs for the backend and still have scalability options.

The admin area will let the administrator see all events and all the pictures/videos from an event. We will be able to add new events and to remove certain pictures considered inappropriate. Also the administrator will be able to see all the users of the app, to search through them and to remove one user at a time.

Design

1. Identity, logo, app icon, colour scheme, splash screens
2. iPhone app design

The mobile app will be in English and will have the following screens:

- 1. Sign in.** Will be able to login with email & password, Facebook or Twitter. The user will be able to mark password as forgotten or to proceed to the app without logging in.
- 2. Sign up.** The user will be able to sign up with his first and last name, username, email address and the password.
- 3. The main menu** or the main tab bar. Will have the main 5 feature of the app: List of events, Search, Camera, Activities, My profile.
- 4. List of events.** Here the user will be able to see all events that have been added by the admin.
- 5. Event details.** An event can be in two states, happening or finished. In case it's still in happening, this screen will have a list of all the entries/pictures that have been uploaded to this event. The user will be able to like or dislike the photo and continue to the next one. It might happen that the event finished

and then this screen will display the winner and the prize. Users will be able to report and share any entry from the event. In case there is no internet connection when the user is trying to like/dislike a picture, the app will know how and remember this operation and will send it to the server once the internet comes back.

6. Adding new entry to the event. The user will be able to add a new entry to the event, if he is logged in, by taking a new picture and uploading it.

7. Search. The users will be able to search after username; the list of results will be sorted by the most popular posts

8. Activities. It will be divided in two: the list of all the photos he liked/disliked and also all his pictures. This screen will only be available for the logged in users.

9. My account. Will contain the name, picture, location, entitlement, number of stars of the current user and the list of current active custom events. The user will be able to edit his details and to change his current password.

10. List of prizes. The app will show all the prizes a user has, in case he has at least one.

11. Report a problem. The user will be able to send problems to the admin through the mobile app.

12. Settings. The settings screen will contain the terms and conditions, help, privacy policy and the disclaimer, and will be web pages displayed in the mobile app.

13. Single entry. It might happen that only a single entry will be opened, in case the user clicks on a notification, he will need to open the app and show that entry only.

TECHNICAL SOLUTION

We are using RUP (Rational Unified Process), so the development of parts from the components can be done in parallel. The diagram from the costs and timeline will explain how the components are done in parallel.

Technologies proposed for the development:

1. Backend and Database

Because the number of users cannot be estimated, we will use a NoSQL, as that data grows quickly and a traditional SQL database will not provide support for the needed scalability. For this we will use a cloud based backend, firebase.com.

Because cloud based backends have some limitations we will need to build the mobile app so that the limitations of firebase.com will not influence the end user. We may need to write cloud code for operations that might be influenced by certain limitations.

2. Admin Area and Website (web client)

We are using AngularJS 2.0, a modern Javascript-based framework to implement the website.

The admin area will have a simpler UI and functionality and will be implemented using a template based on Bootstrap 3.0. Both the website and the admin area will run on all major current browsers: Chrome, Firefox, Safari, Internet Explorer.

3. Mobile app

The iOS mobile client application will run on all devices with iOS 8.0 or newer. It will be developed using the native development tools provided by Apple. The app will run in portrait mode and will have a common layout and look-and-feel across all form factors (iPhones and iPads).

During the development phase we propose at least the followings:

- Each week we are delivering demo files (images, web-pages or mobile demo builds)
- Each week we must have a general sync meeting to discuss:
 - last week's progress based on the demo provided
 - next week plans
 - other items regarding that period

Tools used by Mobiversal:

- JIRA for ticketing and project management
- Worklog Assistant for detailed time tracking
- Email and Google drive for sharing document, specifications and content
- Crashlytics Fabric for crash reports on mobile
- Crashlytics Beta for beta testing environment
- Own GIT version control server

TIMELINE AND COSTS

Before starting the actual designing and coding, we will need to build a full functional specifications documents. This document will contain everything the system will be able to do with higher level of details, because it will be the way to check and compare everything needed to be done. The designer, software architect, software developer, QA team, product owner, and project manager will know exactly what to build and what to expect from the system. This part was already covered by an agreement and will be ready in the following days.

After this scoping week, the designer and the software architect can start working. After having the architecture, the developers will also be able to start developing.

During the development we will have two important milestones: alpha milestone and beta milestone. For the alpha milestone, around 40-60% of the features should be working and for the beta milestone 100% of the features should be working, but with chances of bugs.

After the beta milestone, the apps will be sent for QA testing and fixing found bugs. After fixing this bugs, the apps will be ready for your user acceptance testing. After the user acceptance testing is ready (which means you've tested and found that everything is ok), it starts a warranty period of 3 months.

The total estimated time of development is between 12 and 13 weeks. Below you can find a timeline chart for the whole project, with each major component apart.

TIMELINE



COSTS

COMPONENTS	DEVELOPMENT PERIOD
Design	3 weeks
Arhitecture & firebase setup	1 week
iPhone app	8 - 9 weeks
Cloud code in firebase.com	2.5 - 3 weeks
Administration area	3 weeks
QA testing	2 weeks
Project management	45 hours
TOTAL	12 - 13 weeks
	TOTAL: \$25.000

Do you want to have this project done by Mobiversal or do you have a new challenge for us?

We love taking ideas and turning them into real apps. Tell us your idea and we'll give you details about costs. Simply click below to tell us more about your project.

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