**Technologies for Release Number 1**

**Deadline :28-02-2018**

* **Deliver the community part of the app, basically the user profile part and**
* **UI Team is going to call the firebase directly, which is going to be intermediate until the services is going to be created.**
* **Convert UX output to working App**

**Functional Requirements Delivered**

* **The same Functional requirements of the current system**

**Non Functional Requirements**

* **Performance of System is going to be totally dependent on firebase**

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| UI | Backend | Source Control |  |
| React Native | Firebase Real-time Database | GIT |  |
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**Technologies for Release Number 2**

**Functional Requirements Delivered**

**Deadline :01-04-2018**

* **User Boarding Gamification Output**
* **User Profiles**
* **User Posts, Likes**
* **User Market**
* **Pro Projects**
* **User Subscription Plan and User Verification Levels with payment gateway’s integration.**
* **User Badges and Pointing**
* **User Followers and Following.**
* **Basic Analytical Reports are going to be created**

**Non Functional Requirements Delivered**

* **Response Time is not going to exceed reasonable amount of milliseconds, will be measured later**
* **Scalability is going to be great with Vert.x , we can increase number of working instances based on the current load on the system .**
* **System is going to be secured based on Firebase Authentication system.**

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| UI | Backend | Source Control | Comments |
| React Native | Firebase Real-time Database | GIT |  |
|  | Firebase Cloud FIreStore |  |  |
|  | Google App Engine with Vert.x server runs on it |  | Vert.x Engine could handle about to 50 thousand concurrent user with 16 GB RAM and 4 Core Processor  Vert.x could utilize the multi-threading nature of the current CPUS |
|  | Firebase Notification Engine |  |  |
|  | Firebase Pub And Sub Services |  |  |