



Muqawlat' Mobile App Development Estimation

PHASE I (Muqawlat Bazar App)

January 2020

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Document Signoff

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23 January 2020	Issue 1 Draft 1	Eng. Ahmed Deeb	First complete draft
25 January 2020	Issue 2 Draft 1	Eng. Loay Bahdar	Change Phases + Accept UI Option B

1. Statement of Requirements

1.1. Problem Statement*

Since Muqawlat web-based system is about to be launched, there is need for a mobile application to hold some simple features and functionalities of the web-based version. The project will be decomposed into two main phases:

- **PHASE I: Muqawlat Bazar App + Contractors Club App. (Android Version)**
- PHASE II: Muqawlat Bazar App + Contractors Club App. (iOS Version)
- PHASE III: Muqawlat Machine Rent App.
- PHASE IV: Muqawlat Resource Rent App.
- PHASE V: Contractors Club V2 App.

All phases are for view only, except phases III and IV are supports online reservation and payment options.

2. System Requirements

2.1. Enumerated Functional Requirements

IDENTIFIER	PW*	REQUIREMENT
REQ1	5	The App shall allow visitors of Muqawlat to able to view the list of all Public Bazar Ads.
REQ2	5	The App shall allow public visitors of Muqawlat to able to view the Details of a specific Ad.

Table 1: Enumerated functional requirements

3. Functional Requirements Specification

3.1. Actors and Goals

One Stakeholder can be identified:

1. Visitors: any public visitor intended to download and use the App without the need for registration.

3.2. Use Cases

3.2.1. Casual Description

The summary use cases are as follows:

UC-1: *OnboardingScreen* — introduce the app and demonstrate what it does. [Derived from REQ1] (Optional)

UC-2: *ViewAds* — show list of all public bazar Ads with its different types (Free, Pin and Special). [Derived from REQ1]

UC-3: *ViewChilds* — show description and list of the sub categories for a Special Ad. [Derived from REQ1]

UC-4: *ViewDetails* — show the description of a selected Ad in a details screen. [Derived from REQ2]

4. Scope Requirements

4.1 Services

- Design & User Experience
- Development
- Quality Assurance & Testing
- Technical Delivery

4.2 Platforms

- Android
- iOS

The App will be developed for both platforms Android and iOS, but mainly we will start developing the **Android version** until it will be stable then start with the iOS one.

4.3 Backend

Since the web-based version of the system is about to be ready, so number of endpoints are ready to be used for the mobile application development, including:

Endpoints of UC-2: *ViewAds*

Endoint1: return json object for both Free and Pin Ads data. (Ready)

Endpoint2: return json object for the Special Ads data. (Ready)

Endpoints of UC-3: *ViewChilds*

Endpoint3: return json object describe the type of an Ad. (Not Ready)

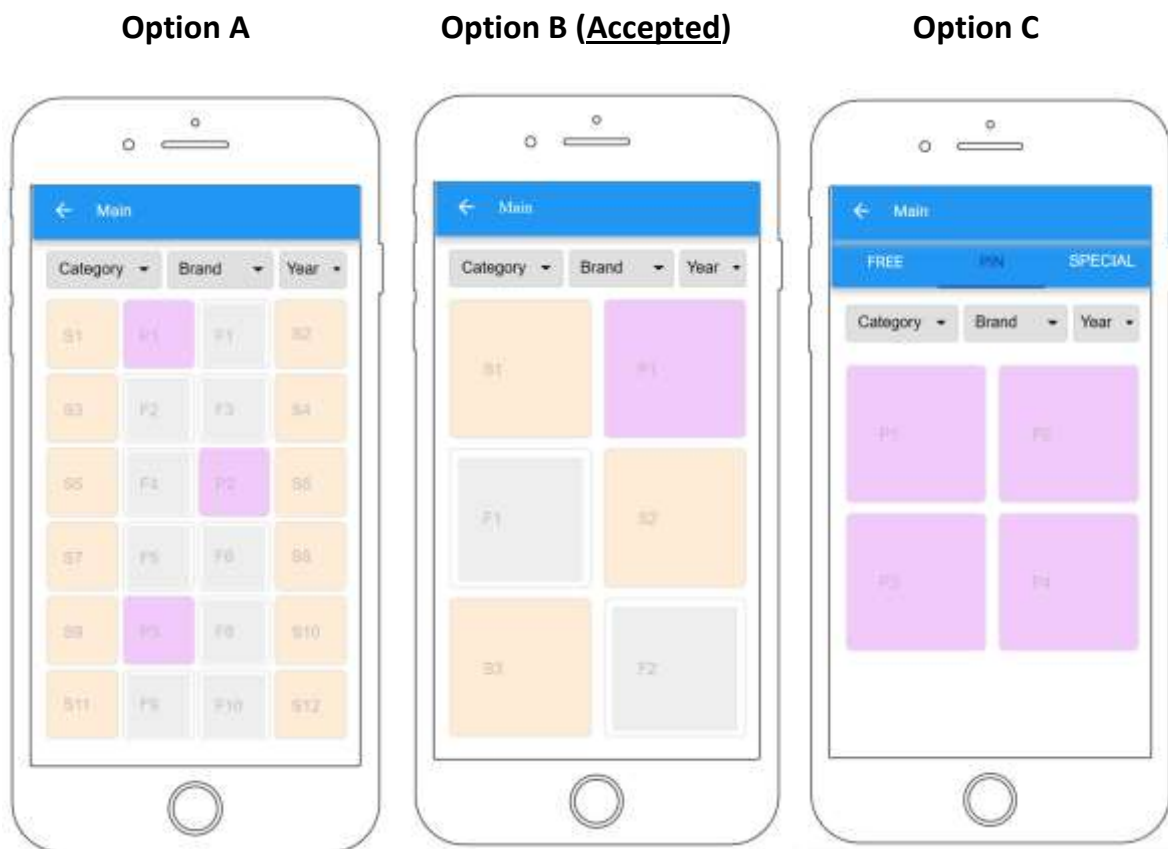
Endpoint4: return json object for the Special Ad childes/page link. (Not Ready)

Endpoints of UC-4: *ViewDetails*

Endpoint5: return json object of the details for any Ad. (Ready)

5. User Interface Suggestions

The following are two suggested sketches for Ads list screen to be discussed:



Option A: the same list mechanism of the web version.

Option B: divides each row in web version into two rows for mobile. (**Accepted**)

Option C: make three tabs based on the types of the Ads.

6. Effort Estimation

6.1 Development Time Estimation

- Design & User Experience: 25 Hours
- Development: 45 Hours
- Quality Assurance & Testing: 15 Hours
- Technical Delivery: 15 Hours

Total phase I development time estimation is about **100 Working Hours**.

APPENDIX

The approved screens of the App just listed as reference. Original image size and formats will be sent upon request.

