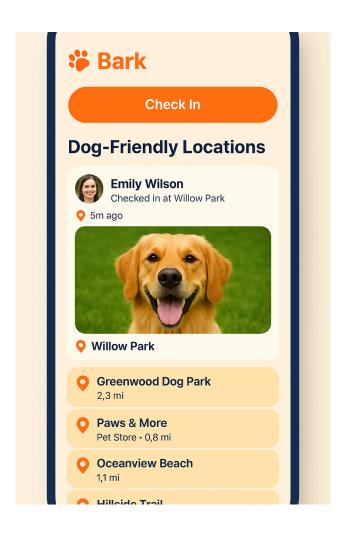
Introducing 'Bark'

A dog-friendly location app

By Erin Garrard Apr 18, 2025



General

• Stack Focus: Frontend

- Type: Mobile App for iOS and Android
- Goals:
 - Check into locations
 - Find dog-friendly (filterable) locations
 - Add friends
 - Add profile & photo
 - Message friends
 - Post photos to profile page(?)
- Users:
 - o Ages 25-45
 - Tech users
 - Lifestyle: active, community-oriented, social
 - Dog owners
 - o Mostly rural/suburban residents
- Necessary Data:
 - Map data (Google Maps)
 - Location Data (BringFido)
 - User-supplied data (Authentication via email or social login)
 - Name, pet(s), breed
 - Check-in location
 - Strapi for content management (?)

Details

- Database Schema:
 - Relational
 - o Content:
 - Reviews
 - Photos
 - Location information
 - o Categories for locations (e.g. park, restaurant, hotel, etc.)
- Possible API issues:

- Rate limiting
- Security risks (location sharing, limiting searchability)

• Functionality:

- o Phase 1
 - Authentication + user profiles
 - Basic map with dog-friendly locations
 - Check-in functionality
 - Simple friend system
- o Phase 2
 - Messaging system
 - Photo sharing
 - Advanced filters/reviews
 - Notifications
- o Phase 3
 - Social features (groups, events)
 - Premium features (badges, analytics)
 - Business accounts for locations
- User Flow
 - Explore & Check In
 - Home (Map): See nearby dog-friendly place
 - Tap Location: View details, photos, and reviews
 - Check In: Confirm visit + share with friends
 - Social Features
 - Add Friends: Search users or connect via social
 - Message: Chat with friends about meetups
 - Profile: View your check-ins, pets, and photos
 - Search & Filter
 - Search Bar: Find places by name
 - Filters: Sort by distance, rating, or type (park, café, etc.)
 - Account & Settings
 - Onboarding: Sign up, add pet details
 - Settings: Manage privacy, notifications
- Stretch Goals
 - o Badge/Point system for check-ins
 - Get notified when friends are checked-in nearby
 - o List busy spots where many dogs are checked-in