YOUR SHARING ECONOMY APP

Create your own
Sharing Economy Application

Presentation

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3º Industrial Revolution

- I will keep it short:
  - The third industrial revolution is to understand that nowdays everything is connected in this world.
  - Projects are becoming more and more complex, and they can't be done by single teams but by a network of teams working synchronized.
  - The future workflow will be to get the most from the connections.
- The best reference I can give you is this video. If you really want to participate in a better future you have to see it:
  - https://www.youtube.com/watch?v=QX3M8Ka9vUA

1. Download

- Unity SDK
- Download Base Project

  http://yoursharingeconomyapp.com/impaciencia.zip

- It includes:

  – YourSharingEconomyApp package

  – Facebook SDK package

  – Flatcalendar package

  – Unity IAP

2. XAMPP

- XAMPP install

  https://www.apachefriends.org/download.html

  - Change port to avoid collision (usually Skype)

    - [XAMPP Installation Folder]/apache/conf/httpd.conf.
    - Listen 8080

3. Create Database

- Open PHPMyAdmin:
  - http://localhost:8080/phpmyadmin

  - Create a database called "impaciencia" (you can call it later like you want but let's keep it this way in this tutorial)

- Import database from
  - Assets/YourSharingEconomyApp/SERVER/DATABASE

4. PHP

- Copy PHP into the folder:
  - SOURCE:
    - Assets/YourSharingEconomyApp/SERVER/PHP
  - TO:
    - c:/xampp/htdocs/impaciencia

5. Basic Server Configuration

- Open configuration file and set up DATABASE and constants:

  - c:/xampp/htdocs/impaciencia/
    - ConfigurationYourSharingEconomyApp.php

6. Basic Configuration Client

- Open **ScreenController.cs** and set the constant:

- public const string URL_BASE_PHP = "http://localhost:8080/impaciencia/";

7. Run the App and Register by Email

- Run the application and register a new user.

- PLEASE, USE A PASSWORD YOU CAN REMEMBER, THIS IS FOR TESTING SO, "123" IS OK :)

- For the example there is not a email verification process to ease this tutorial. If you want to enable the verification process just check the file (UserRegisterByEmail.php) where there are a couple of commented lines you should replace in order to work with an email server.

8. Create multiple accounts

- We are going to create a couple of accounts more. Go here to clear local data:

- "Tools->AccountSwitcher->Clear PlayerPrefs"

- Repeat the process to create the couple of accounts we need.

9. Account Switcher

- Open file **AccountSwitcher.cs.**

- In this file we are going to write down the email/password we have used before.

- This tool will allow to switch between account fast to be able to develop without problems.

- Let's do a fast test switching between the profiles we have previously created.

10. Create a request for service

- Next, one of our accounts is going to be a customer looking for a service.

- Now we are going to create a request.

11. Provider makes a proposal

- Next, we are going to take the rol of the provider of services and make a proposal for the previous job created.

- First, we go to the profile section, we activate that we are a provider of services and we can fill our profile.

- Next, we will search for work and make a proposal

12. Client accepts the proposals

- We go back to the client and accept the proposal of the provider

13. Provider finishs job

- It's up to the provider to finish the job, so we switch to his profile and we post an image with the results

14. Client Validation

- It's time for the customer to verify that the picture belongs to the work done.

- By scoring the work of the provider we acknowledge that the work relationship between provider and customer has been completed.

15. Provider Validation

- Back to the service provider he is also able to provide some feedback about the customer to balance the things.

16. Scores for both

- Now the score of both client and service provider has been added to their respective scores.

- This scores are in the profiles of both the provider and the customer so the other customer and provider can get a reference of these persons.

Create your Custom solution

Custom Texts

- The whole thing is prepared in order to be able to make few changes and customize your own solution.

- First, let's see the file with all the texts

  - We keep it simple: we just chage the title

- Now, let's do some customization of critical images. Copy and paste these images.

  - _CUSTOMIZE*.*

  - Assets\YourSharingEconomyApp\CLIENT\Resources\images

And... It's done!!

- You have your own sharing economy app!!!

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You have a MVP

- ...Well, of course, it's not finished, but at least you know that you have a template that it's easy to customize

- Thanks to this template you can develop a MVP (Minimal Viable Product) at a really low cost

- You are free to use it and it can help to any community or providers of services who want to create a wider network of connections

TODO in close future

- The next thing I plan to do is that the transaction could be done using the Blockchain with Cryptocurrencies.

  - Right now I've done successfull tests with Bitcoin for C# in Unity

  - Another feature to investigate is to use the Blockchain to help with the authentication and trust

- Also right now, I'm looking for new job opportunities where I will help with my expertise

Bonus Tracks

- Bitcoin for Unity

  - Actually implemented for project Your VR Adventures. A project video creators can upload and monetize their 360 videos:

  - https://www.youtube.com/watch?v=wSwt2hYeAmE